

PAPER MAYHEM™

"The Informative Play-By-Mail Magazine"

ISSUE #70

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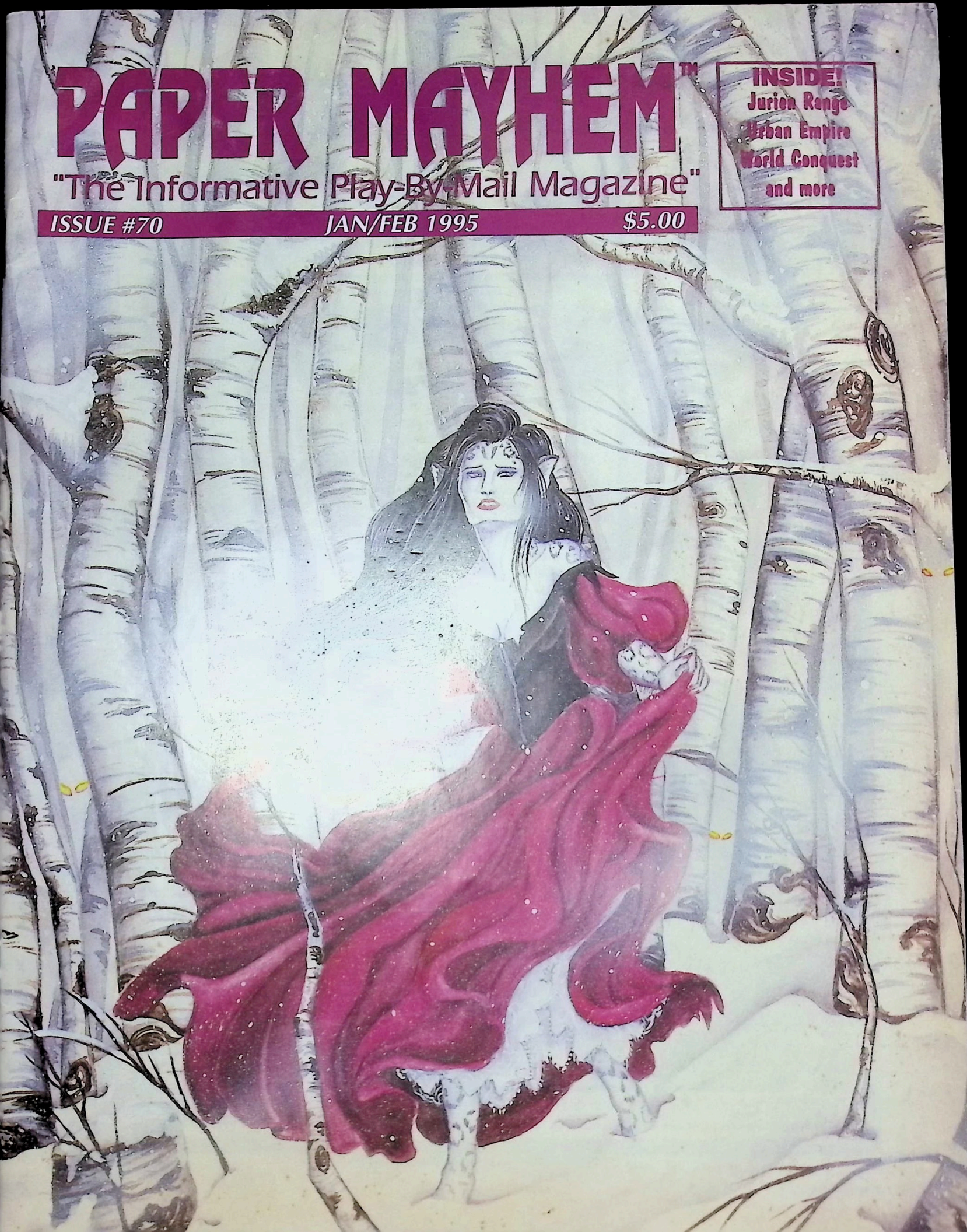
INSIDE!

Jurion Range

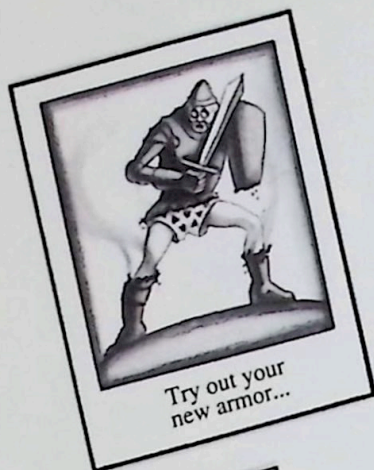
Urban Empire

World Conquest

and more



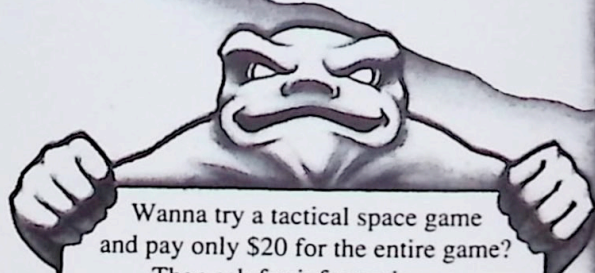
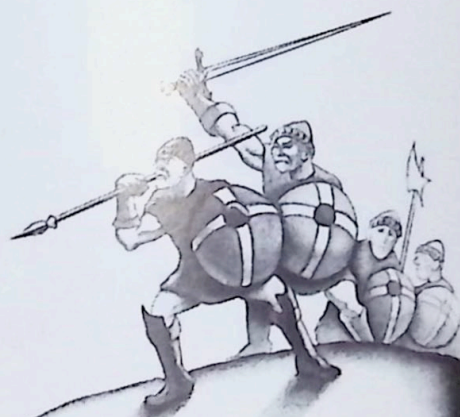
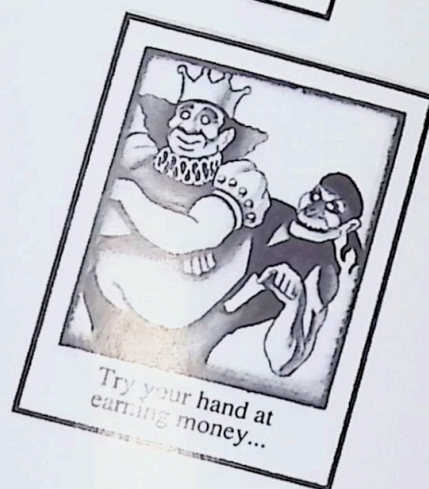
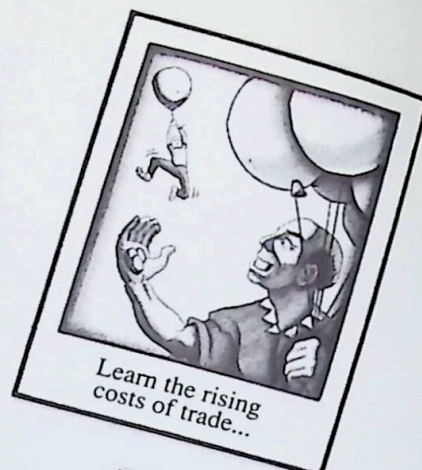
OUT TIME DAYS



Out Time Days is a Play-By-Mail game of life on a strange world. Emphasizing role-playing and inter-player communication, OTD is a game for those who like to join with other players around the world in figuring out puzzles, creating working economies, exploring large sections of worlds, undertaking or tracking criminal activities, or fielding capable armies. The worlds explored are living, vibrant locales that will change through your character's actions.

With the ability to journey in many eras (you'll start in a medieval-like location), you'll enjoy adapting to new sets of abilities and restraints or you can focus on a single place and become well established. OTD is a combination Science Fiction-Fantasy game. It is 99% computer moderated to insure fairness, and 1% GM moderated to allow for creativity. A maximum of 1 turn per week is allowed. Cost per turn is \$5.00. The game is open-ended with each new character playing a vital role. A special startup is available if you mention this ad. Receive a rulebook, startup turn and 5 turns for just \$5.00 (a \$35.00 value!).

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To sign up or for more information write to:
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Wanna try a tactical space game and pay only \$20 for the entire game? Then ask for information on Space Combat.

ISSUE #70
January/February 1995

Editor David Webber
Assistant Editor Elaine Webber

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"Watchers in the Woods"

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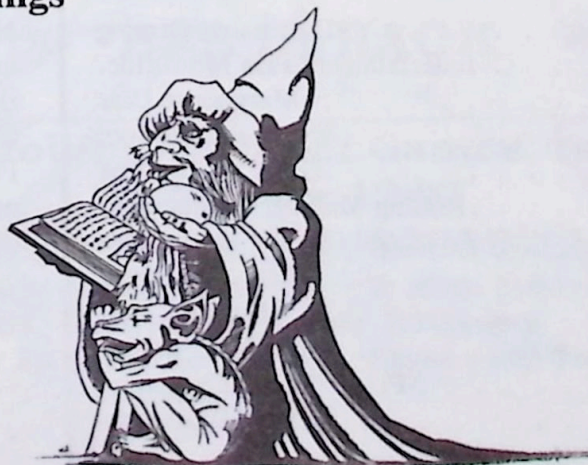
COMING IN NEXT ISSUE

Darkness of Silverfall
El Mythico
Outpost
Star Fleet Warlord
Star Quest
Throne of Rhianon

& More!

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Where We're Heading...

This has been one of those issues that it seems that if one thing goes wrong, everything else decides to go wrong. Because of this the issue is a bit late getting out. I guess this goes to show how well my year has been. But we are starting a new year and things are going to get better!

This issue is the start of the full color covers that I will have on all covers this year. This is only the start... I would like to have a 64 page issue each issue. Issue #71 looks as though it will be from the number of articles that I have received. Now if only I could keep it up. Some of it will depend on you, if you want to write about a game or games that you are in, feel free to do so and send them to me. This will insure having a larger issue coming your way.

There will be 15 moderator photos in the next issue. There were some problems with the photos that I couldn't get them in this issue. So John Hainly of JFH Games, send me your picture!

Your votes have been tabulated and the Best PBM Game of 1994 was Victory! by Rolling Thunder Games, Inc. Victory! was 3rd last year, so they came on strong this year to be number 1.

Middle-earth PBM dropped to 2nd place this year with Suzerainty, a newcomer this year coming in 3rd. Other newcomers this year are Lords of Destiny, Kavernes and World War IV.

Best PBM Company for 1994 is Rolling Thunder Games, Inc. They unseated

BEST PBM GAMES OF 1994

1. Victory! Rolling Thunder Games, Inc.
 2. Middle-Earth PBM Game Systems Inc.
 3. Suzerainty 7th Dimension Gaming
 4. Adventurer's Guild Entertainment Plus More, Inc.
 5. Legends Midnight Games
 6. Lords of Destiny Maelstrom Games
 7. CTF 2187 Advanced Gaming Enterprises
- Duelmasters Reality Simulations Inc.
Kavernes Marguerite Dias
Out Time Days Twin Engine Gaming
World War IV High Point Games/JFH Games

Flying Buffalo as the top company this year. Flying Buffalo was 2nd with 7th Dimension Gaming coming in 3rd. Newcomers in this category this year are 7th Dimension Gaming, Advanced Gaming Enterprises, Fantasy Workshop and Marguerite Dias.

Steven Massey of 7th Dimension Gaming is the top moderator of 1994. Hugh Bayer of Entertainment Plus More, Inc. retains his 2nd spot, Marguerite Dias takes 3rd and Rick Loomis, last years top moderator finishes 4th with John Van De Graaf of Graaf Simulations.

Big news is that Rolling Thunder Games, Inc. has taken over Beyond the Stellar Empire (BSE) from Adventures By Mail. Since ABM seem to be more interested in running Monster Island, Quest and selling Magic Cards, more attention to BSE players should be given

to by Rolling Thunder. Rolling Thunder is also running World War IV, which is a popular game run by High Point Games

BEST PBM COMPANIES OF 1994

1. Rolling Thunder Games, Inc
2. Flying Buffalo Inc.
3. 7th Dimension Gaming
4. Entertainment Plus More, Inc.
5. Deltax Gaming
6. Game Systems Inc.
7. Graaf Simulations
8. Marguerite Dias
9. Advanced Gaming Enterprises
10. Fantasy Workshop
11. Maelstrom Games
12. Midnight Games

and JFH Games. So Rolling Thunder is out to please their players.

I forgot to mention in the last issue that Reality Simulations has released the long awaited Forgotten Realms™ at GenCon. RSI have also re-released The Next Empire™ with improvements.

For those of you that want to contact me by E-Mail you can get me on Compuserve at 72537,3322. Also, our Fax machine is down and until we get a new one or the old one fixed you will not be able to reach me by Fax.

Until next issue...

David Webber
Editor

BEST PBM MODERATORS OF 1994

1. Steven Massey 7th Dimension Gaming
 2. Hugh Bayer. Entertainment Plus More, Inc.
 3. Marguerite Dias. Marguerite Dias
 4. Rick Loomis Flying Buffalo Inc.
 5. John Van De Graaf Graaf Simulations
 6. Russ Norris. Rolling Thunder Games, Inc.
 7. Debbie Wilcoxson Advanced Gaming Enterprises
- Barbara Midnight Games
Ed Grandel Grandel, Inc.
Tim Schroeder High Point Games
Bill Rapp. Prime Time Simulations
Jeff Gross Fantasy Workshop

BEYOND THE STELLAR EMPIRE

*** BSE PURCHASED BY ROLLING THUNDER!! ***

BSE is the original classic science fiction space opera PBM game against which all others have been judged. You'll encounter unexplored worlds, alien invaders, hostile pirates and much more. Set up mining outposts, deploy ground parties and outfit your ship for battle. Create a blackmarket to fence your smuggled contraband. Hire agents to do your dirty work. You can even start your own colony, complete with factories, shipyards, starports, hospitals, casinos and more. Play the role of a starcaptain, colony governor, pirate, industrialist, merchant, explorer or whatever else you choose.

Have you played BSE before? We're rounding up a crowd of grizzled, power-hungry, battle-hardened starcaptains, the best and worst of the bunch—with the intention of bringing back the glory days of old that defined the greatness of BSE in times past.

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Turns only \$6.00

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URBAN EMPIRES

By Mark Macagnone

You're in a small room behind the Warehouse on the docks. Before you is a well fed man and two of his "friends" (or should I say Gorillas).

He looks you up and down and sneers....

"So, you wish to be the Top dog around here?"

"You think you've got what it takes to build the most powerful Crime family this city has ever seen?!"

You know this guy can either make or break you. He's from Chicago, he's Uncle Luey! You look at him with what you think is your best "drop dead look" and answer "Ya". Uncle Luey looks at you and than at his two Gorillas. They look at you with that look that tells you are invited to lunch...and you are it!

Uncle Luey then starts to laugh.

For the next five minutes that is all he does. Then he stops. Silence seeps into the room as he looks over his desk at you.

"Ok kid, Let's see what you are made

of."

You are shown the door. You lived. He liked you. Maybe.

Welcome to Urban Empires...

This review is going to one of the most strangest reviews yet, especially since my wife runs Cyclops Gaming and the game is along the same lines as this one.

Suddenly in the distance we hear!

"Oh, no! He's going to trash the game! Quick get the Typewriters/Word processors ready to rebut! Call out the hounds! He'll be as prejudice as...and try to make his wife's game look better than this wonderful game!"

Wrong! Wrong again you nay sayers who live to try to trash the voices in the wilderness! Comparing Urban Empires and Family Wars is like comparing Apples and Oranges!

So before you start forming that Lynch Mob, (bad pun) just sit back and enjoy.

Let's get started.

This game is set in the 1920's. The city you are in has just undergone a "Cleaning" where, with the help of the Fed's, all the Crime Families have been removed. You have just arrived at the city with a few good men at your side and decide that this place was going to be all yours. You also know that 14 other guys have the same ambitions as you. So move fast! All of you start out with the same amount of items and troops. All of the players start out in good areas, Still, it doesn't take long before someone is knocking at your door!

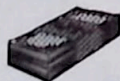
The Map

The map is broken down into (14) suburbs, (3) Outskirt areas and the Main city. The Main city area is broken down into (15) Political Boroughs and (8) Police Precincts.

There are Bridges, Banks, Parks, Coast Guard Bases, Police Stations, Light

Welcome To The World Of OUTPOST

Outpost is a game of inter-stellar manufacturing and distribution. As CEO of your company, you are competing against nine other players that are scattered around the 50 planets of the galaxy. Each player starts on their home planet complete with sales office, assembly plant, warehouse, and factory. As a corporate leader, you will have to decide whether to devote your resources to economic development, military and strategic deployment, or a subtle combination of the two.



Everything in your ever-growing empire requires one thing. *Credits* !!! To keep the wheels of progress rolling, you will need to do what you do best, and that's manufacture goods. So build your ships, send them out to buy the raw materials return them to your home planet, and pump out the finished goods as fast as your factory can produce 'em. There are 20 different finished goods that the planets will be asking for, and inherent pros and cons to producing each kind, so plan your marketing strategies well.



All player reports, maps, and graphs are generated using high-quality laser printed graphics so there is no need to try and decipher some inscrutable cryptic codes to read the results of your turn. Simply look at the maps to see your ships, facilities, tanks, etc. and read your reports to see the results of all your orders.



Plus, all players that own an IBM compatible computer will get the **Online** software for receiving and submitting your orders. The **Online** software, complete with pull-down menus, and help windows, even has an expense listing option to show you how many credits your currently entered orders will cost.



Outpost is run on a 2 week turn around so the action is fast and furious. Turn costs are \$6.00 with no extra or hidden charges. New games are \$12.00 to start and you will receive all game and **Online** manuals, your first turn on diskette, (if you choose to use the Online option), all starting maps and charts, and your first 2 turns.

To participate in the next game of **Outpost**, send your name, address and phone number along with a check or money order for \$12.00 to:

Spyder Games
1307 Sebring Circle
Elgin, IL 60120

Also indicate if you would like to use the Online option, and if so, whether you prefer using 5 1/4" or 3 1/2" diskettes



Come to PBMCon!



Announcing PBMCon! The first convention organized for the sole purpose of playing play-by-mail games! A turn due every 2 hours instead of every 2 weeks! That's right, your favorite PBM companies are packing up their computers and heading to Chicago for 3 game filled days and nights. Currently scheduled to attend are:

Flying Dutchman Games
Flying Buffalo, Inc
Llucky Llama Games
Midnight Games
Sudden Asylum Games

Graaf Simulations
Deltax Games
Fractal Dimensions
Eclipse Consulting
Paspas Games

(watch this space for others!)

PBMCon will be held the weekend of June 2-4, 1995. For your \$25.00 registration fee (\$20.00 if you pre-register before May 1, 1995) you can select and play in two play by mail games. If you wish to play any additional games, there will be a \$5.00 to \$10.00 fee per additional game. No turn fees will be charged. This is a great time to play one of your favorite games and try out a new one! Games will be starting throughout the weekend, so if you come late (or are killed early) there will always be a game to play in! There will be door prizes, free turn coupons and/or special convention offers by most of the attending companies. If your favorite game company is not listed in this ad, urge them to come! PBMCon will be held at the Ramada Woodfield Hotel in Palatine, IL. There is a special room rate of \$51.00 for a king or two double beds with up to 4

PBMCon
PO Box 957434
Hoffman Estates, IL 60195

Houses, Islands, Water areas, etc., etc., etc. Shall I go on?

The map is laid out in an X,Y pattern with (84) sectors across the top and (64) sectors going down. This makes the map (5376) sectors Large! Now that is what I call a Large area to take! All areas are clearly marked including the starting positions of all (15) players!

Now, each sector/block is set up in such a way so that it brings in a certain amount of money through "activities" that occur on the block.

To give an example: There are Above Board Operation, Black Market, Extortion, Bootlegging, Theft, Prostitution, etc.

Each block also has a defense or resistance level. This ranges from 0 to 750 depending on what is located on that block (Banks tend to have a resistance level of 750 and above).

Certain actions can increase or decrease the activity/resistance on the blocks. So keep this in mind when you do your turns. This is only the beginning. There is a whole lot of things that can be done in this game.

Now onto the Rulebook.

This booklet is only 19 pages in

length. But it contains all the information you need to play the game. It will give you a step by step walk through of your turn sheet as well as your turn.

The rulebook is broken down as follows:

Pages 1-4 = Introduction, Map, Turn printout explanations, Blocks and Incomes summary.

Pages 5-6 = Equipment and their cost to you to buy them.

Page 6 Bottom = How to pay your people (What? You thought they came free?!!)

Page 7 = Your turn sheet and how to read it.

Pages 8-14 = The Commands or Orders with their explanations and how they work.

Pages 14-15 = The Command Summary. This can help you see what the commands are and what is needed to implement them.

Page 16 = Public Officials, What they are, what they can do for you (at a price of course!).

Page 17-18 = Hints and Victory Conditions.

Page 19 = Main city and surrounding area Public Officials and their ID numbers.

This doesn't sound like a lot, but believe me, it's enough. There's a lot to consider in this game. You have to think like a Capo. You've got to decide which way you are going to play and what equipment you will need to gain your objective. Let's discuss this a little bit further.

(A) Equipment. You start out with a certain amount of troops and money. (HINT: Remember to add your Bank and Incomes together to know how much you really have to spend.) The equipment that you can buy readily are all hand weapons ranging from Pistol (at \$50.00 a pop) to Tommy Guns (at \$500.00 a pop).

There are (2) types of cars, boats and bombs. There are also **BIG** ticket items like Counterfeiting Machines, Airplanes, Tanks, Trucks, etc. As you read the lists you will find an explanation of what the item does, how much it costs, who can readily use the items and where you can get better prices for said items.

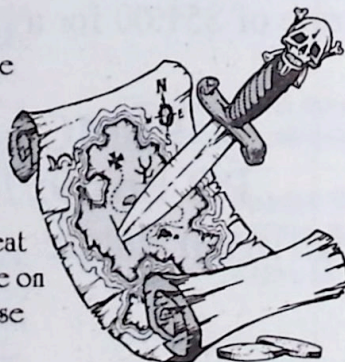
Now on to **your troops**.

You, like everyone else will start out with (10) Lieutenants and (40) Thugs. These guys will expect to be paid and armed so they can do your dirty work. (The Lts. are important to you because



OPEN-ENDED ROLE-PLAYING PLAY-BY-MAIL GAME OF THE 17TH CENTURY

Sail the high seas of either The Spanish Main or The East Indies in a time gone past of adventure, greed, revenge, romance and treachery. Plan a sacking of Maracaibo with the pirate brotherhoods in Tortuga and skewer one of the pigs with your rapier when he foolishly calls you a traitor. Stage the capture of a great Morghul treasure fleet in Madagascar while your base on the other side of the island is attacked by Portuguese Pirate-Hunters. The limit is your imagination!



Features include:

- Over 10,000 locations and over 100 ports and colonies covering the West Indies, Spanish Main, Africa, Arabia and India.
- 5 character types from Pirate to Governor and 6 nationalities from Spanish to Native Indian.
- Increase in 20 skills as you gain experience.
- 80 types of computer-moderated actions to perform plus hand-moderated free-form orders.
- Play up to 2 positions with no turn deadlines.
- Over 50 installations you can build, e.g., taverns, brothels, silver mines, sugarcane plantations, shipyards, etc.
- Develop and design your own ships, cannon, weapons, items, installations, flags, etc.
- Interact, diplomacize and form Brotherhoods with other players.
- Historical pirates, buccaneers, governors, etc. as NPC's.
- Monthly News and Rumor sheets contributed to by the players.

Startup is \$10 and includes rules, 2 maps, character generation and the latest News and Rumor sheet. Turns are \$6 each with one free turn added for checks over \$50.

Send checks and startup requests to:
Bill Daspaliaris, 9 Norman Drive
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Also ask about our other DBM game
"Samurai Warlords".

you will need 1 Lt. for every 10 blocks that you own. Otherwise you will not be bringing in the maximum amount that your blocks can make for you).

You will be able to hire new Recruits, buy items, move to take areas, re-enforce your blocks etc. with these men. So don't neglect them. The pay scale for the troops are as follows: Recruits-\$20 to \$30 (I give them about \$25); Thugs-\$40 to \$75 (around \$65 is good) and Lt's.-\$100 to \$180 (around \$160 is good).

And of course yourself: (Hey, I want to be paid too you know!) \$200 to \$300 (\$250 is good). Remember to pay your guys, otherwise their Moral will drop and you WILL lose out in other areas as well.

You can Promote, Train, Increase Power, Resistance, Attack and Defend with these guys, so make sure you work them every turn. **DON'T LET THEM SIT IDLE!**

Now we have covered the equipment and personnel of the game. Remember to buy the equipment your troops are going to need and use all your troops for whatever needs to be done.

This brings us to the **Command Orders**.

There are (58) orders that can be done in the game. They range from "Alter Information" to "Trap". These orders cover everything that can happen in the game, so use them wisely. You can do some **NASTY** things to your enemies from the very beginning. I'll give you an example:

Lets say that for the last few turns you've used Order #20 (Graft) and you now have a Public Servant on your payroll. Now you decided to be a royal pain.

The next turn you use Order #6 (ask for favor from official) requesting a #12 (Sting #1 which is to imprison your opponents troops). Now if you did this right, and you paid the Official a large sum of money, the enemy that was stung could lose up to 10 to 2000 of his troops who are put in jail. Now comes the Nasty part. If you did this right you would then (on the same turn) use Order #58 (Trap) the Police Station that the enemy troops are being held and blow it up! **NASTY, YES?**

There are orders to increase/decrease incomes, resistance, power, troops, abilities. There are orders to protect troops, blocks, Gather information, Steal (One of my favorites), Throw parties, etc. I could go on and on but I think you get the general idea.

Just read the orders and use the ones you think will do the best for you and the worst for your enemy. And if you can ally with someone else in the game and you both hit on someone...well let's just say that he may not be around (if done right) the next

turn to smell the coffee.

This brings us to **Diplomacy**.

You can send both private and open messages in the game. But I found that very few if anyone really answered the mail. It can turn out that it's a "every man for himself" type game. Still being by yourself ain't so bad. I've done some really nasty things all by myself and they have really got some people in the game really confused and angry! HE, HE, HE!

Now on to hints.

(1) Remember to pay your troops no matter what. This will keep their Moral at an even level. Also remember that if they did good on a job, give them a Bonus! But don't do it every time.

(2) Make sure you increase the equipment that you have. It pays off in the end.

(3) Poll Survey (order #38) every other turn. This will give you information on your areas that you have and just got to see where you have to increase your Incomes, Resistance, Income modifiers, etc.

(4) Keep your information Network at a high level.

(5) If you have a block that has a good income level then increase the Resistance of that block to as high as possible.

(6) Gather information on your closest neighbors.

(7) Don't forget the Steal order. It can bring you a lot of surprises and goodies!

(8) Watch out for the Feds.

(9) Don't be afraid of taking areas that may be "off" limits. Banks, Light houses, etc.

Opinions.

I've enjoyed this game thoroughly! I found that its complexity will keep you thinking and the surprises will make you scratch your head. This game is a more advanced level of the Family Crime games that are on the Market today. And is very well put together. The GM is also a good person to talk to when you have a problem. He will aid you anyway he can, without unbalancing the game.

Ratings.

GM Response = 5

Rulebook = 4 (it could be indexed a little better).

Game complexity = Moderate to high.

Turn sheet = 5, very easy to fill out.

Turn results = 5, easy to read and



MAGIKA

The Grand Wizard was getting old, very old! To run the worlds most prestigious magic school, takes it's toll. Yet, the burden of screening the never-ending line of potential apprentices was a task that just couldn't be delegated. So with a display of Arcane arts -unparalleled since the days of the Orc Wars- he molded the six threads of power to create a special place, the **Arena of Magika!** Each Moonfeast, an Ebon Mage shall take the 12 new hopefuls out to compete for a chance to fulfill their life long dream, the chance to finally become a **MAGIKA MAGE!**

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PGN Member **Voice (902) 765-4466** **Fax/BBS (902) 765-0513**
Genie = C.Knapp **Internet = c.knapp@gols.com**

understand.

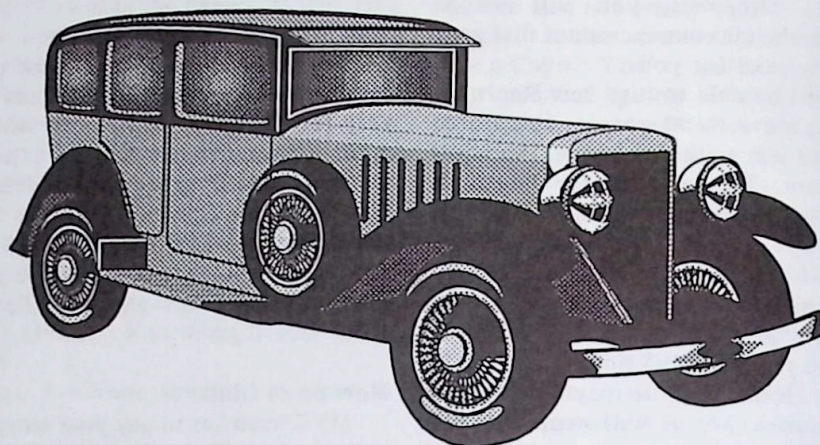
Fun index = 5, God I like to be sneaky.

Fun vs. Price = \$4.50 per turn. It's worth every penny.

Overall rating = 4.75 to 5 stars!

For further information, please write or call:

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In fact, your first task will be to create your own players from scratch, using your imagination to give them names and talents. When everything will be set, the regular season begins. You will run training sessions, assign rookies to special activities, wheel and deal with other players, analyse scouting reports on your opponents, elaborate strategies, select lineups and special teams in an attempt to become the champion of the world!

Each 3 and 1/2 weeks (the 1/2 is for european players), you will receive a complete description of the action, standings, a truck load of statistics, your bank account of Virtual dollars...and the very exciting press releases from other participants.

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JURIEN RANGE: AN EARLY PERSPECTIVE

By Brian L. Kellner

Lord Corbion stood at the base of the twin ridges eyeing the Orc forces arrayed against him. He had marched here with the specific purpose of destroying these predecessors to the terrible armies that were even now marching toward his beloved home. Yet now he hesitated to give the order. It had been a long time since armies had clashed in this land. His father had told him stories handed down through generations about his ancestors' valor in the battle with the evil Druid Gokak. Corbion had some well trained troops with him, but the bulk of his force consisted of green heavy infantry. Still he felt a tinge of pride as he eyed the pikes they carried in honor of their leader. He surveyed his elven archers and human cavalry. They seemed ready, and he knew he really had no choice. He hesitated one last time as he noticed his wizard Dinant. This battle might be easier if Dinant had time to study the recently discovered scroll from times long forgotten. No, the time for the battle was now. Corbion's strong dwarven hands gripped his pike firmly as he bellowed the order to attack.

Jurien Range is a medieval, fantasy wargame with several twists on the standard format. Computer processing is utilized, but there is a large element of hand moderation involved with the game. The hand moderation allows an incredible amount of freedom to try creative ideas which I'll talk more about later in this review. The players must cooperate to defeat the computer/moderator controlled armies of Gokak. In the end, however, one Lord will be recognized as superior to the others.

The game is set in a land of independent towns and villages. During the previous war with Gokak, these communities joined together under the direction of the good Druid Jurien to defeat the aggressors. Now the evil armies are returning, and the Lords must perform the function of uniting the peoples to weather the assault. The Lords and their Princes and Princesses must assemble troops and travel the land persuading these communities by reason or might to come together. During this time, interesting characters including wizards, druids, rangers and merchants may be encountered. Your forces may travel through plains, foothills, moun-

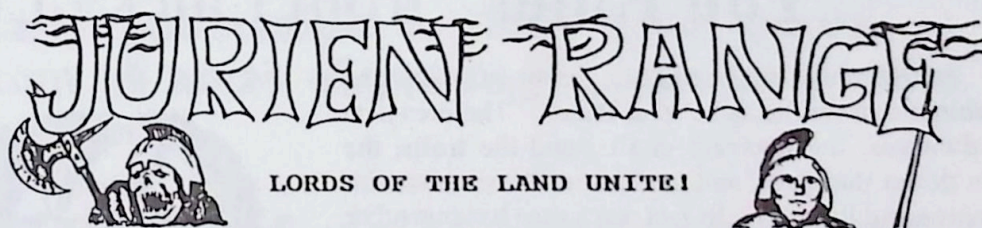
tains, forests, desert, swamps, lakes and rivers on their mission to persuade the humans, elves and dwarves of the land to join forces. Their progress may be hindered by several types of nasty creatures including orcs, goblins, dragons, wargs, lizard men, giants and undead. One of the best features of the game is that you never know what you're going to discover. The game is loaded with interesting features like an ancient battlefield where I found a powerful magic scroll.

The opportunities for creativity are present from the very beginning in Jurien Range. Players get to design a castle by spending points for a variety of walls, towers and other defenses. The design of your castle affects the outcome of battles that happen there just like the tactics you get to specify at battles where your Lord is present. I haven't had a chance to see

how well the castle defenses I designed will withstand an attack. I did, however, get to lay out specific tactics for the battle described at the beginning of this review. I tried to flank the orcs on the ridge with my light cavalry while driving forward with my heavy infantry. I discovered that horses don't charge very fast uphill, and I got mired in a toe-to-toe battle.

You start the game controlling the actions of your Lord and four other characters. You are almost completely unrestricted in what you order them to do, but typically you have them lead or train armies, explore or manage populations. There are no specific order codes, and creativity is encouraged.

Besides giving orders to your characters, you can also direct the towns and villages which join your kingdom. The orders for these communities include, but are not limited to, fortifying, trading



After a century of relative peace, Jurien Range is endangered by evil hordes from across the Badlands. The fragmented communities of elves, dwarves, and humans must be united by the Lords if they are to have any chance of survival.

JURIEN RANGE is a new Play-by-Mail game of fantasy adventure of moderate complexity and endless opportunity featuring the players as Lord's who must use their Princes, Princesses, and armies to defeat the enemies of The Land. The players must also administer their territories as they grow to optimize their resources and control unrest. Combat and non-player forces are computer controlled while human inputs are required to handle the players imaginations. Turn cost is \$5 and takes from three weeks to a month.

Ask for a free brochure or send \$5 for a rule book, map, initial set-up, and free first turn to:

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with passing merchants, altering their production and raising conscripts. These conscripts can be trained by your characters and become part of your regular army. Along with the benefit of having more villages and towns in your kingdom, comes the burden of managing food, money and production for them.

The game is based largely on common sense, such as determining combat values for different qualities or types of troops or defensive structures through battle experience. You figure these things out for yourself, and they make sense. Heavy infantry don't march very fast through mountains. Green light cavalry charging uphill against veteran heavy infantry is not a great idea. I'm still guessing about the defensive value of good palisades compared to entrenchments.

If you are one of those game players who like to calculate the exact probability of a given action, this game is NOT for you. The game continues to evolve, and the moderator makes every attempt to respond to player requests. Additionally, if you are looking for quick and predictable turn cycles, you should avoid this game. The normal turn cycle is about one month. Greg VanHouten, who runs Jurien Range, gets called out of the

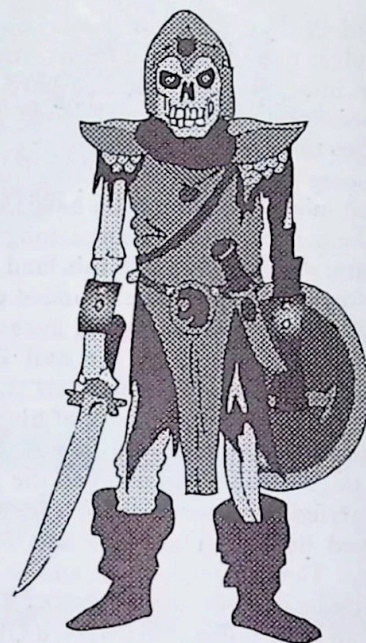
country on business fairly often, and this can add more delays to turn processing.

If you are looking for an interesting forum to use your creativity and imagination while still playing a competitive game, Jurien Range is the place. You can go from a role-playing experience with the characters to a tactical, medieval wargame with the armies. Time and ingenuity put into the game by players, such as laying out intricate defense designs for all of your towns and villages, is rewarded by richly detailed results. Perhaps most importantly, you never get the feeling that you are just playing a computer game from a distance. Every action you perform is recorded and can affect the game.

Each turn of Jurien Range costs five dollars. Your results include the details of what happened to each of your characters and communities. By turn 5, I had gained a wizard, an apprentice wizard and five towns and villages beyond the five characters, one town and one castle in the startup. The battle results from the scene at the beginning of this review included four pages of maps showing how the battle progressed. All of this translated to a results package of about 13 laser-printed pages.

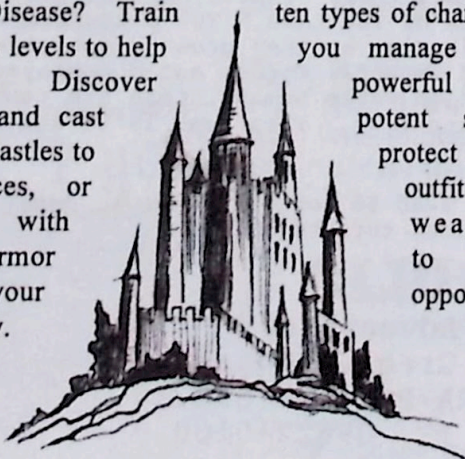
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WORLD CONQUEST

By Michael Kelly

Are you a person that likes to pour over pages of turn sheets looking for the perfect plan? Do you enjoy plotting for ways to foil the attack of a superior enemy, hoping to stall long enough to allow superior diplomacy to do what your armies can not? Do you like weighing the benefits of various unit types to find the "best" unit in the game? How about playing in moderator tailored games just when you think you've got it all figured out? I believe World Conquest by Prime Time Simulations is one of these types of games.

The game is loosely based on the EMPIRE game available for PCs. The difference being that units are built and move much faster and that multiple units can occupy the same square. Combat works like this: There are 5 phases per turn in which movement and combat occurs. In general whenever two players collide in a square a battle occurs during

that phase and every other phase in which a new unit is introduced to the square. Each unit involved gets a number of shots at a % chance to hit per shot. Each hit scores a point of damage against an opponents unit. Each unit has 1 or more points of damage it can take. If the unit survives the battle and limps back to a production center, damage will be repaired for free at the end of the turn. Certain units can attack ahead of other units (an artillery attacks before an infantry and can destroy it before it gets a shot). In addition there are a few rock-paper-scissors relationships (for example the submarine can hit the battleship but not vice versa and the ASW can hit the SUB without a return shot being fired).

The game starts out with each player owning a medium strength production center (6 build steps) and a small force. (This is the standard game. Variants, which are becoming increasingly more common, allow positions to start out with MORE, which means LESS of the boring build up portion of the game.) The first few turns of the game are characterized by fast exploration and land-grabbing that many games have. This will last about 7 turns. If you plan to do well in this game you either have to build quickly in the beginning or team up on those who do. By turn 7 neutral production centers will have become much more scarce although some of them may survive until the end-game. This only occurs as a result of inefficient exploration or difficult access (island production centers are much more difficult to conquer than land accessible ones). In any case the average player will control about 7 production centers by the end of the land-grab. Production centers come in four general sizes: Village, Town, City and Metropolis. They produce 0-3, 4-5, 6-8, 9-10 build steps respectively. Build steps may be used to build units, develop technology (done in a way similar to Axis and Allies), or produce civilian defense. A production center may forgo its turn of production and build its production level up by 1 build step up to the maximum of 10. Villages do NOT have that option and grow or shrink at the whim of random chance. This means that villages are not as valuable as the other production centers so a position with 4 cities and 4 villages is not as well off as one with 5 cities and

2 villages even though the position has more production centers. Production centers are also used to repair and resupply units that end their turn there. Finally, and most importantly, production centers are used to determine the victory conditions (usually the first player to control 12 production centers with 4 or more build steps for two consecutive turns wins the game).

The average unit costs around 6 build steps to produce. The least expensive unit is the Militia which only costs 1 build step but has a tendency to disband at an alarming rate and can't leave a production center without doubling that rate. The most expensive unit is the Battleship which costs 20 build steps but has impressive firepower and durability. Mini-maxers have a field day choosing units. All other things equal the best units in the game which are the INF (Infantry), BAT (Battleship), BMR (Bomber), RKT (Rocket), MEC (Mechanized), SPY and MIN (Mine field).

When you war with an opponent (and you WILL go to war eventually) it is very important what units you build and how they are deployed.

The INF (2 build steps) is the disputed champion of the game. Match this unit point for point against any other unit and the INF wins. 20 points of INF will crush 20 points of anything else except Militia (which disband so quickly no one buys them unless sure of an imminent attack on one of their production centers). The problem with INF is that even in victory half of their numbers are lost (each INF being able to take only a single hit). It's hard to maintain a drive into the opponents heartland when the army dwindles with every victory.

The BAT (20 build steps) is a more successful unit, capable of taking on 8 INF and even more if suitable tactics are employed. They are massive units with lots of hits and a hearty combat ability. Even after engaging a superior foe this unit may be able to escape and repair itself. The BAT is THE BEST BUY for your money. It's main disadvantage is that it is limited to waterways and may be difficult to deploy into battle.

The BMR (6 build steps) is a specialized unit capable of avoiding almost all combat, flying over the lines, and reducing the opponents production

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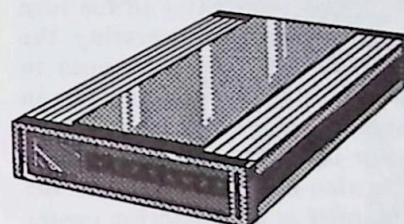
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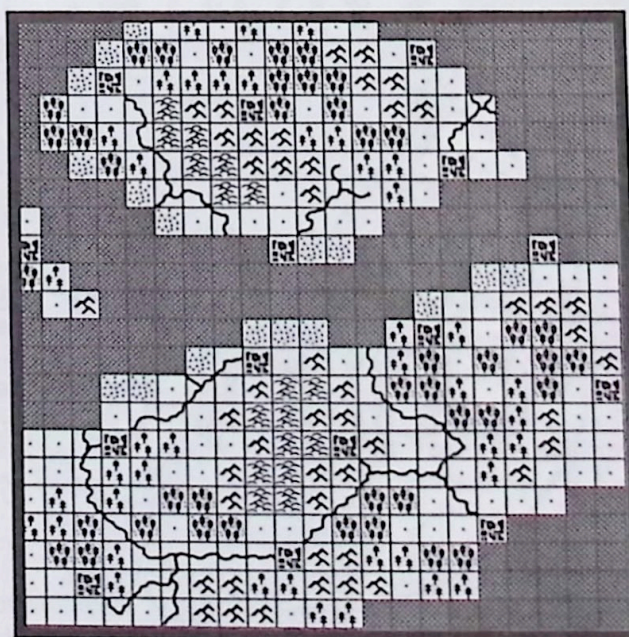
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will be hard to stop.

Situation #2: You have been busy at war on one border when, to your surprise, another neighbor appears on another of your borders with a stack of 12 MEC. (This is an all too common occurrence for me, happening at least once per game.) That's what you get for becoming known as the leader you guess. If you were smart, your SPYs gave you forewarning, you have already laid MINs down next to the border production centers, and you have a RKT available. Use the RKT to pin the force and build a new one to be used next turn. If you don't have a RKT then you're an idiot and deserve to be overrun. If you have an INF next to the force try to ram it and pin it instead of using the RKT (that's right folks, a single INF will pin any size force as long as your position wins initiative for that turn). Build more MINs, RKTs and INF to slow down the invasion and position them in the most annoying locations you can. Since the border production center is doomed anyway, don't waste units trying to hold. You should maintain a force of INF in the area to slow the advance. Try diplomacy to break off the attack on one of the fronts. If you are lucky or good you can turn the tide with minimal losses.

Situation #3: You have chosen to

attack a neighbor that has limited land connections or extensive sea connections. Go in with BAT units. You will need to support the BATs with a few other kinds of units: Destroyers or ASW to handle any SUBs; transports or paratroopers or special forces loaded on the destroyers to deliver the invasion force of ground units necessary to conquer the production center and RKTs to pin enemy forces. Like with MECs, BATs will often take the production centers with few losses.

Situation #4: You are faced with starting a war with a superior opponent or let him win the game. You are the only serious threat to his victory. Build up a force of 10 BMRs. Send the BMRs out to attack his superior production facilities. This will soon lower his production to a more manageable level. Keep producing BMRs to maintain the pummeling. Send in your invasion force on the heels of the BMRs. If you meet stiff resistance, pull back and reinforce before he blows away your force. Since you have managed to reduce his production you will soon produce the superior force. Hopefully the border was lightly garrisoned and your invasion force was able to wreak some havoc before being forced to flee and with the extended border you just created you should be able to delay his force long

enough.

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GAMELINE

AGGRESSIVE ADDICTION GAMES

Krahlizek: The Last Battle is taking off! In a survey of PBM games in the September/October edition of Flagship magazine, "Kraz" ranked second of all US games surveyed in terms of value. At only \$4.00/turn (\$15.00 for setup with rules and three turns), you can see why. We also note that of all the games appearing in the survey, Kraz ranked first in anticipation! The long and short of it is this: if you want an intense wargame that will put you in the thick of things incredibly quickly, you can't do better than Kraz. Here are portions of player comments which appeared in the "Rumors from the Front" section of the September/October edition of Flagship magazine.

"At first the game seemed to me like a slightly enhanced Risk or Crisis clone with a cute map, but as soon as the money started rolling in the choices started getting trickier — particularly as to which innovations to buy, and it's become a race to get certain goodies before the 'bad guys' do. Have they got nukes yet? Can I put off buying Star Wars for another turn, so as to buy artillery, or will that mean I get nuked? Will he retreat to his capital? Has he mined that province? If so, I'll make a weak, sacrificial attack . . . but if he hasn't mined it, the attack'll fail and give him time to mine it for next turn! Arrrrgh! It's fascinating stuff, and agonizing over the options tends to be creeping into real life at odd quiet

moments."

"Have just reached turn 15. . . . Getting very fast and frantic — each turn is very interesting and can lead to a wide range of emotions (currently abject despair in my case!). An excellent game, which initially seems simple but soon shows its true colors. Ideal for devious, backstabbing types who like games to get entertaining very quickly."

"While initially it looks like a simple game you soon realize that a lot of forward planning is required if you're going to make an impact. After only a few turns I'm already looking back and wishing I'd done some things differently. The innovations give the game endless possibilities and buying one isn't something that you do lightly, especially as some innovations counteract others and you start getting hyped up over the best choice. Turn reports are of a very high quality and the full colored map is very nice, with you being able to see the whole world and everybody's territories each turn, which makes you glance nervously at it every turn as everybody inches closer; it keeps you nice and paranoid. . . . Seems like this game is going to be a winner."

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anticipation and replay value for anyone who likes tinkering with strategies. . . . The rulebook is worth a mention for its exceptional clarity: precisely-phrased rules and examples."

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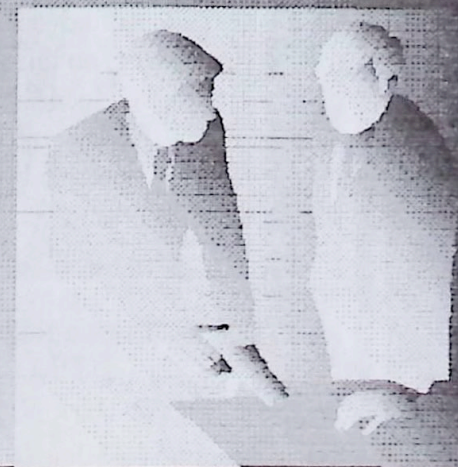
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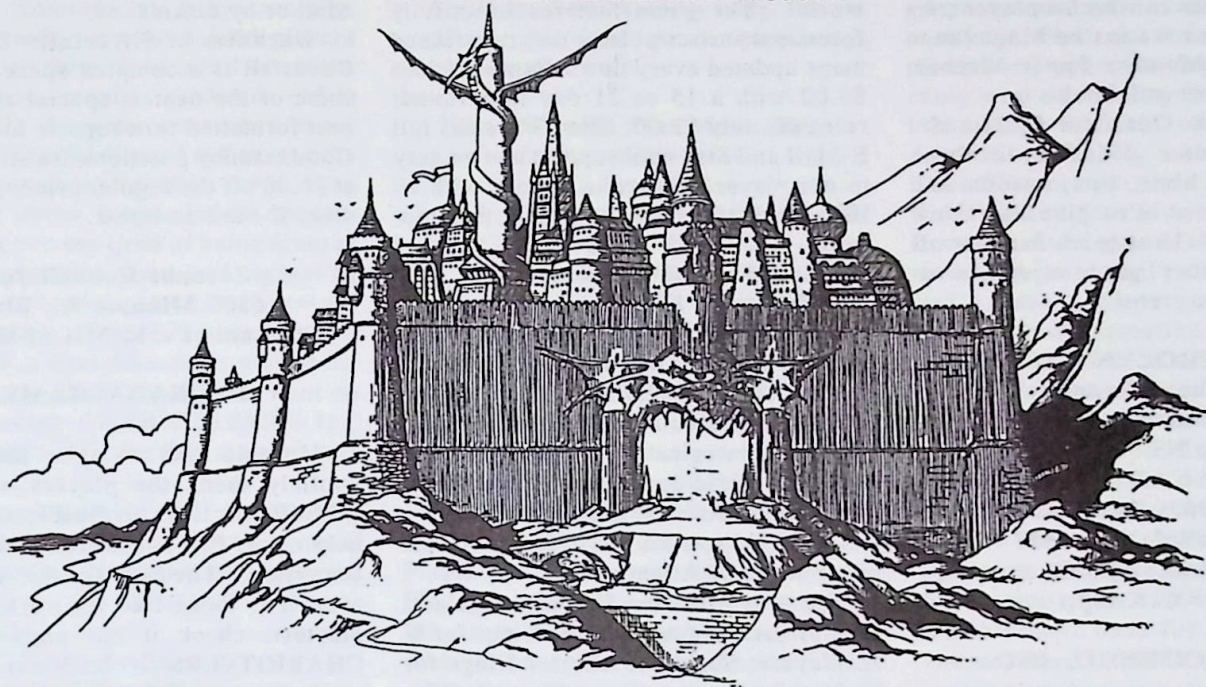
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ChoZen FroZen Games has just recently unveiled our newest game **MAGIKA**. This introductory level game is a first in a series in which a player tries to progress from a wanna-be Magician to Grand Wizard. Mention Paper Mayhem Issue 70 for a free rulebook.

ANDCON 94: Our first CON and I had a great time. I'd like to thank everyone for the hints, tips, wisdom and advise they were able to give the "New Kid on the Block". A special thanks to all the WdG players that I got to meet face-to-face with! It was great!

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Dino Wars: The Dino Wars playtest

will be in progress by the time this sees print. In Dino Wars, players control dinosaurs and use them to form herds and packs, conquer territory and dominate other dinosaurs. It's a dino eat dino world! The game features beautifully formatted postscript laser turn reports and maps updated every turn. Game fees are \$5.00 with a 15 or 21 day turnaround; rules are only \$2.00. Dino Wars has full E-Mail and disk mail support and an easy to use player aid free to anyone with an IBM compatible computer. The program runs in VGA mode and features convenient pull-down menus.

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I would like to take this time to publicly thank the players of CHARIOTEERS for their invaluable assistance in helping me find and solve a hidden bug in the system. The moral of the story being, even if it looks like its working during playtest, check it out anyway. Now CHARIOTEERS is back on the right track (I know awful pun, but I couldn't resist). Now that I got the horror story



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out of the way, onward with the good news.

CHARIOTEERS has continued to evolve and improve thanks to player input. Improvement over the mere 24 weeks of commercial play include: ramming, vastly improved (and players that have been there since turn 1 can attest to this) turn results, updated (AND CORRECT!) character overviews every turn, a better stable records system and the latest improvement, gender. All these have come about from players suggestions. So if you are tired of being ignored by PBM companies when you suggest an improvement to the game, or if you are tired of being treated as an account number not a real live flesh and blood human being, then you might want to consider giving CHARIOTEERS a try. The rules and set-up for first time players is free.

The slow track is still on standby awaiting enough players to run it. So if you've requested the slow track, please be patient.

Daurada Games
PO Box 3223
Beverly, MA 01915

ENTERTAINMENT PLUS MORE, INC.

The latest news with Entertainment Plus...

Characters are discovering new adventure sites, wondrous treasures and frightening monsters in the fantasy world of Adventurers Guild. Magical items and spells are being created by research groups run by the player characters. Another tournament is being held in Antar by Sir Morliotti, this one with no combat magic allowed. The world around the guild halls is taking on more depth as political, economic and social aspects are being expanded on. On the more mundane front we are working towards a better fax machine, phone answering machine and some capability for bbs or internet access for newsletters and maybe someday turn results.

If you are just curious about AG, an introductory brochure is available; just send a self-addressed stamped envelope (#10, business size) and you'll receive it shortly. As a special offer to the readers of Paper Mayhem, you can write "referred by Paper Mayhem" on your first Adventurer Creation Sheet, which will give you a \$5 credit to your account. Please note this takes the place of being referred by another person, and that the credit more than pays for the rulebook.

Why not send for a rulebook (\$3.50,

over 30 pages, with illustrations) or informational brochure (29¢ self-addressed stamped envelope requested) today? If overseas, please add \$3.00 for the rulebook. Also be sure to see our section in the PBM Activity Corner to get a glimpse into the recent happenings within the guild halls.

Entertainment Plus More, Inc.
Adventurers Guild
PO Box 2578
Appleton, WI 54913-2578
Phone: (414) 749-9597
Fax: (414) 749-2721

FRACTAL DIMENSIONS

It is the start of a brand new year. A time to look back over the past twelve months. We have had a good year. The majority of our wish list for 1994 has been completed. A *Duel of a Different Color* won 2 awards, made it to the top of the Flagship ratings, and had reviews in Flagship and Shadis. Our upcoming game *Warriors of the Fractal Domain* was shelved, but replaced with *Toadal Chaos - The Frog Wars*. The *Fractal Spectrum* has grown to a small press zine with a

wider audience. Let's not forget we acquired new software and hardware. (Where would we be without our toys!) Yes, 1994 was a good year.

This is also a time to thank those who supported and guided us throughout the past year. First and foremost, we like to thank our players, both past and present, many who are not shy about praising nor criticizing us and offering us their suggestions (many which we adopted). The Editors of the Paper Mayhem, Flagship and Shadis for publishing what we write. Convention Directors for letting us attend your conventions. Other PBM and game companies for honestly answering our questions. Thank you all.

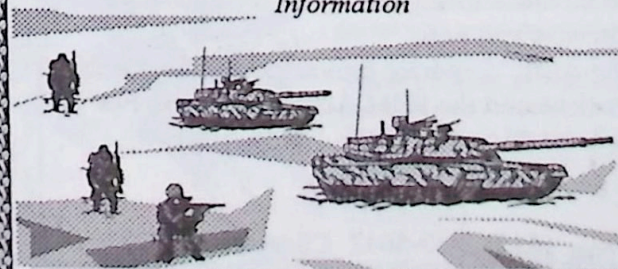
The new year is also a time to look forward and dream. A *DUEL* review in Paper Mayhem. (It's in the works.) For us to write and have published more articles. *TOADAL* to be a success. Begin development on yet another game. A greater variety of writers for the *Fractal Spectrum*. Keeping up with the games we have going. Run a *DUEL* Tournament. A wider reader base for the *Spectrum*. Of course, there is this little piece of software that we've had our eyes on... Here's to the new year. And hopes that it will be as

You thought World War III was bad ... now you can start

WORLD WAR IV

Lead your country from obscurity to world domination! Conquer resource-producing territory or trade for the raw materials you need. Invest in new technology and improve your military from militia to air cavalry, ballistic subs, stealth bombers, and the fearsome hovertank. Harass your enemies by sabotaging their aircraft and raising guerrillas. Use your diplomatic skills and the press to isolate your opponents while building an alliance for peace -- and more importantly, for war. Are you up to the challenge of turning your nation into one of the world's new superpowers?

- ★ Rated one of the best strategic wargames by both Paper Mayhem and Flagship
- ★ 124 different types of military units; dozens of military and espionage missions
- ★ 100% computer-moderated, close-ended game with three-week deadlines
- ★ Introductory games available -- same rules and maps, but no veterans!



Full setup (rules, maps, two turns)	\$12
Rules only (refunded on setup)	\$4
Turns	\$6
Information	free

HIGH POINT GAMES

2142 Terrimill Terrace
Chesterfield, MO 63017-7518
314-230-6318

Or send & receive turns via email:
CompuServe: 71330,3720

Internet: 71330.3720@compuserve.com

good as the last.

Are you looking for a new kind of small press gaming magazine? Check out the *Fractal Spectrum*! Each issue touts twenty pages of gaming fiction, news, reviews, and articles as well as a forum for FD's own games, all presented in a 7 X 8.5 inch format. Subscriptions to the *Spectrum* are \$7.00 per year (4 issues). Individual issues are \$1.75. All players of Fractal Dimensions' games receive the *Spectrum* free of charge. We are always looking for submissions of art and articles. Please contact us for a copy of our submission guidelines.

November/December playtest for *Toadal Chaos - The Frog Wars* is still going well. The current schedule suggests that we should be starting production games just after New Year's Day. TC-TFW is a PBM game that simulates the primitive warfare of amphibian settlements on the distant post-holocaustic planet, Reptilia. Mutated frogs, lizards, and toads, which congregate to form tribal societies, follow the path of man by engaging in small scale warfare. The warring clans survive by partaking in open fights for territory and raids on rival villages. Make no mistake! *Toadal Chaos* is a fantasy wargame played on a

customary hexmap. Created in the tradition of classic boardgames, players will receive a map of the land with all the information that is needed for play each and every turn.

Each game has between four to ten players where every player will control a native Reptilian settlement and its occupants. They will coordinate their settlements' warriors in combat (both magical and conventional), orchestrate enemy captures, and forge alliances to fulfil their scenario's victory conditions. This is not a large scale wargame, but a small scale one on the individual level. TC-TFW rulebooks are \$3.50. Each turn is a fixed rate of \$3.50.

For those readers and players who have access to a computer modem and a terminal program that supports the zmodem protocol, you can access our ChaosNet BBS at (607) 753-6579. This number will allow you to login to our computer network and retrieve statistics and information about our games. With prior acknowledgment, players are allowed to upload game turns and download their results. This type of transaction will entitled them to a 10% "Dutchman Discount" in playing FD games. Users can exchange e-mail

messages with FD staff, playtesters, and DUEL/TOADAL players. SYSOP: RATT or ROOT

Just for general information, *A Duel of A Different Color* 40-page source books are still \$5.00. DUEL setups, which include a source book and two turns, are \$13.00. DUEL's turn fee is a fixed rate of \$5.00 for playing 5 characters. Play is run twice a month. For more information concerning *Toadal Chaos - The Frog Wars* or, the award-winning, *A Duel of A Different Color*, send a SASE to our address below, e-mail via the Internet or our BBS, or just call us. Make sure you state that you saw us in Paper Mayhem, it will be appreciated. (Also, see the Fractal Dimensions advertisement elsewhere in this issue of Paper Mayhem.)

Fractal Dimensions

17-29 Main St., Suite 316

Cortland, NY 13045

Internet:

fractal@fractal.cit.cornell.edu

FD ChaosNet BBS: (607) 753-6579

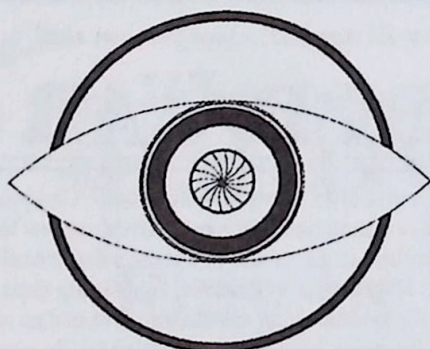
Voice Phone: (607) 753-9246

GAMER'S DEN

FREE GAME OFFER! As a New Year's special, if you mention Paper Mayhem when you sign up with Gamer's Den through January 1995, we will give you a solo game FREE OF CHARGE!

Gamer's Den is a PBEM gaming company, and anyone with access to Internet electronic mail or a CompuServe account can play in our games. The PBEM gaming experience at the Den is very different from its paper gaming counter-part. Foremost is the built-in turn checking that eliminates the order entry errors so common in PBM games. Games proceed at faster paces (once-a-week or more), turn submission and results are transferred in hours and rules are available for free on-line. Most of our games feature free graphical interfaces to browse turn results and generate orders. Our prices are significantly cheaper than most PBM fees. New accounts get 2 free turns in all our games, and you can get 4 free turns of Phoenix for each player referral. We publish an e-newsletter and post copies on the Internet, CompuServe and AOL.

Gamer's Den hosts the game Phoenix, which is described in detail below. Phoenix has accumulated several complimentary reviews, and it continues to gain high marks for the diplomatic appeal, intense game-play and documentation. Two other games, *Industrial Empire* and *Odyssey* are in playtest and will be



SpyKor ...because Big Brother isn't the only one watching you...

The "others" were right to be paranoid, because it was you that was after them. Now, they are gone and you are one of the 8 remaining multi-national powers in the world. You are one of the Korporati. But there are 7 other CEOs who want nothing more than to crush you and your kind, to absorb your Kor into their organizations. You have no allies to depend upon. You destroyed them years ago. Only treachery can save you now.

SpyKor is a fast-paced game of futuristic corporate espionage and warfare for 8 players. See our columns in *Gameline* and the PBM Activity Corner. For setup, send \$10 for rules and 3 free turns to:

Sudden Asylum

1401 Gatlinburg Drive

Pflugerville, TX 78660 (512) 990-5642 CServe 76066.2230

available early in the new year.

--Phoenix

Phoenix is a close-ended PBEM space game of diplomacy, exploration, economic expansion and military conquest. The game has a strong wargame feel to it, and units and player positions are elegantly balanced. Each game has a new galaxy, so no two games play the same. You control a space empire composed of one of seven different racial types expanding from a single homeworld. Your goal is to control over half of the galaxy, either singly or jointly with up to a quarter of the players in the game. Pump R&D points to increase your combat, sensor, jump drive and science technology. Balance your military and economic growth as you explore the galaxy and search for your neighbors. Drop off command centers on secure planets to monitor and direct your expansion. Centralize your production on a few planets or distribute your efforts. Most important, negotiate with other players while paying close attention to the planet tally to insure you are one of the winners.

You can start off in single player Phoenix games to learn the rules and play the game at your own speed for only \$1.00 per turn. Practice with each of the different races to get a feel for the strategies involved. Then, when you are ready, jump into a multi-player game for \$2.50 per turn. You can test your wargaming skill in two player challenge Mercury matches, join into the diplomatic web of the 20 player Jupiter games or sign up for anything in between. If you have a MS-DOS machine with VGA, then we have a treat for you. The Phoenix Ambassador by Dan Moen of What

Software is available for free. It is a great graphical tool to help you browse through the galaxy and plot your steps to conquest. Dan spent a great deal of time on the program and it shows. The program features nice artwork by Bart Van Bael. The 200+ page Phoenix Player's Guide is available for free ftp download on the Internet and CompuServe in the PBMGAMES forum. We have printed copies available for \$15. The Guide is filled with strategy and tips, so it is a great companion to arm-chair generals. There are also several Unix based tools that you can take advantage of including a battle simulator written by Steve Mann and an ASCII turn browser written by Jim Griffith.

--Odyssey

In our biggest news to date--Odyssey, our grand strategic fantasy game, has entered playtest and the first module, Heroes' Quest, will be available in early '95. Odyssey is a PBEM game system wherein you control characters, armies, locations, and guilds and pursue personal and factional objectives. If you merge the depth of Legends with the ease of Middle Earth, and the newness of Suzerainty, you'll come close to what Odyssey offers.

You create your position complete with characters, items, spells, statuses and troops when you sign up for a game. Spend your points on a few powerful characters or a swarm of novices. Concentrate in arcane disciplines, covert activities, combative strength, pious fervor or a little of everything. Then pick where you want to set-up in the world, and when the game starts you will be on your way.

As you play, you may pursue heroic

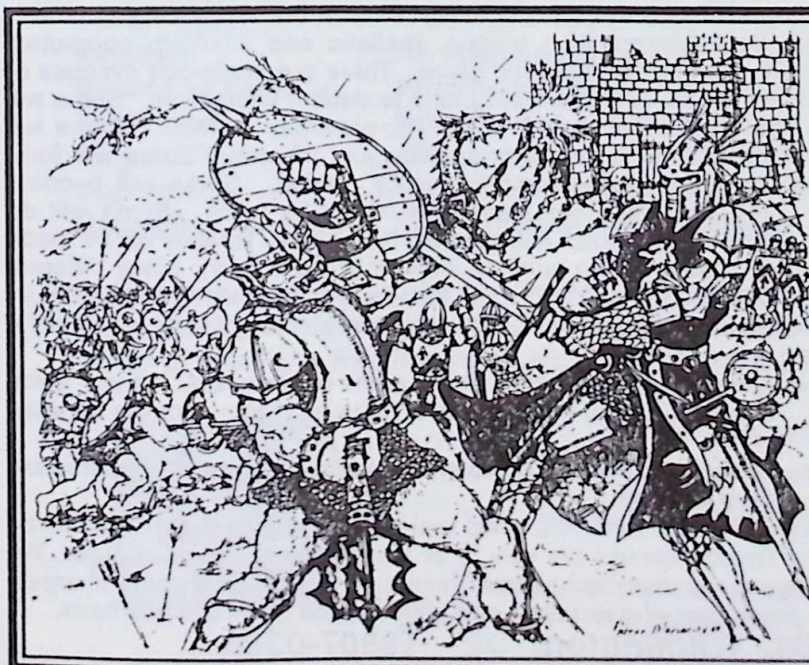
quests, amass military might, gain prestige and glory, lay claim to titles and guilds, fight nasty beasts, collect magical items and carve out your own niche. Work on your own or with a group of players. Your options are virtually limitless in the detailed fantasy world through the combination of hundreds of orders, spells and features which Odyssey provides. Just use your imagination!

--Industrial Empire

Industrial Empire entered playtest in October and is expected to be available early next year. You are the president of a western-style country in a barely pre-nuclear era, and your job is to guide your nation through the rocky waters of international politics, economic growth and military conflict for a term of office. Victory goes to the most popular president, based on consumer spending, life expectancy and the size of your Empire.

In Industrial Empire, you are in complete command of the military and diplomatic actions of your country. You influence economics through a budget, investments in commercial industries, trade policy and the buying and selling of strategic materials on the open market. An AI plays the role of your civilian economy, trading with other cities in the world, spending money on consumer goodies, growing the factories and mines, saving money for a rainy day and manufacturing military and civilian products. Your people are generally loyal and will support you in most activities.

Industrial Empire was written by Dave Pare and Jonathan Lee of Network Games Limited, and offers a rich computer AI controlled back-drop for players to direct



SLAY DRAGONS BY MAIL EverMoor II®

Enter this realm of barbarians, beasts and magic...

"The turn results are clearly one of the best organized I have seen in eleven years of gaming."

-Richard Smith

Paper Mayhem - Issue No. 42

You begin EverMoor as an Overlord, commanding armies of humans, elves, dwarves and gnomes; building your city, issuing orders to your leaders. But beware: Beasts roam the world and rival Overlords are plotting strategies of war and conquest.

EverMoor is a 100% computer-moderated, 12-player, close-ended game with turns processed every two or three weeks.

Send \$25 today for a complete set-up, featuring our 34-page Player's Guide, professionally illustrated parchment map, starting position and 3 free turns. Additional turns are \$5.00 each. Player's Guide alone is \$6, which may be applied to set-up costs. For more information send for our **FREE BROCHURE**. Enter with a friend: it's safer...Bronze Star Games, Box 2010, Dept. P, Barstow, CA 92312-2010.

*** NOW WITH LASER GRAPHICS ***

their nation's quest for civic happiness. Games will cost \$3.50 a turn and feature the Advisor, a required player interface for PC Windows and some Unix X11 platforms.

--More Information

To find out more about signing up, you can send Internet email to info@den.com or download the file INFO.DEN in library 15 of CompuServe's PBMGAMES forum. We also have files on America On-Line--use the keyword PBM and look in the File Library.

Gamer's Den
PO Box 390755
Mt. View, CA 94039-0755
Internet Readme: info@den.com
Internet Support: support@den.com
CIS Readme: INFO.DEN in lib 15 of
the PBMGAMES forum
CIS Support: 73613,3472

HIGH POINT GAMES

High Point Games continues to accept signups for new games of World War IV--both regular 40-player games and "introductory" games. Introductory games start with fewer than 40 players (although at least 20), but uses the same

map and rules as the regular game. They're limited to new players or to players who've never survived until the midgame of World War IV. The reduced number of players gives everyone a bit more room to expand before ending up in a fight to the death with another player. The unplayed countries are directed by the computer, so expect them to fight back and perhaps even launch an invasion of their own. (Players, however, make much better generals than does the computer!) Hone your skills for a few turns, then take on your neighbors in a bid to conquer the continent.

As of October, the next regular and the next introductory games are each about half full. Sign up now to secure a position! High Point Games runs World War IV with a three-week turnaround. Send and receive turns via email or the postal service.

(World War IV is also offered by JFH Games and newly-licensed Rolling Thunder Games.)

High Point Games
2142 Terrimill Terrace
Chesterfield, MO 63017
Ph: (314) 230-6318
CompuServe: 71330,3720
Internet: 71330,3720@compuserve.com

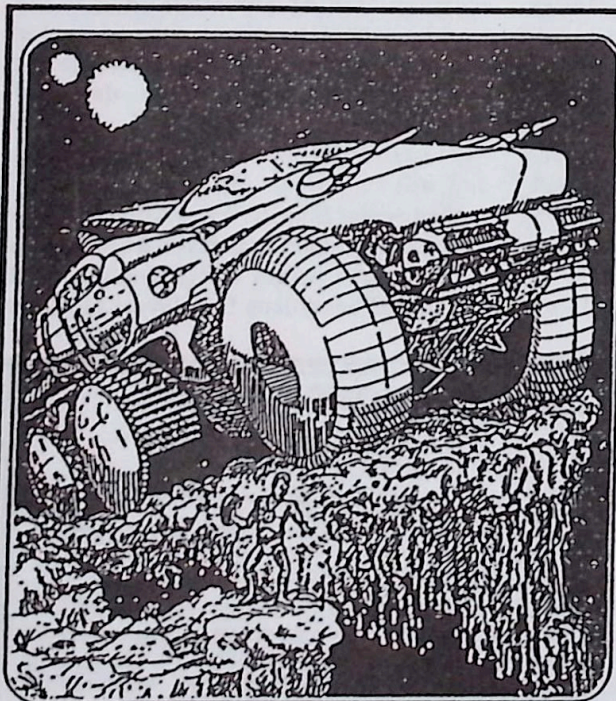
JFH GAMES

JFH Games, High Point Games and Rolling Thunder Games, Inc., are all continuing to offer and fill games of World War IV. JFH has just started game 12 and is filling game 14. We are also accepting requests for a 4-player team game. Game 6 has just ended--see PBM Activity Corner for results. Yes, I was at ANDCON this year (for the 4th year), but as usual the PM editor went around taking pictures while I was winning the Axis & Allies tournament. Maybe next year, Dave.

KEITH LANGLEY

The second edition rules for ONE TRUE FAITH are out, with many improvements including a price reduction. The new laser-printed map is a big improvement, and the economic system has been reworked. Game #3 will start when there are six or more players; Game #1 has just ended.

I can now be reached on the INTERNET; my address is: keith.langley@mdcs.com and I am monitoring rec.games.pbm, where I will post news of ONE TRUE FAITH and ANCIENT EMPIRES.



GALACTIC PRISONERS

2440 AD - When expanding into the unknown regions of space, humans encountered a vastly superior civilization, the Nibor. Because of the highly aggressive nature of humans, peace with the Nibor was not possible. The Nibor were forced to destroy all humans except for a very few. These remaining humans have been placed on a portion of a large planet. You are one of those select, remaining humans. You will be studied by your Nibor observers.

Because of your unique personality, intelligence and leadership, the Nibor have selected you as the captain of an All Terrain Vehicle (ATV). You have been given a crew of 100 humans who were your fellow prisoners. It is your responsibility, as the captain, to provide your crew with survival.

Galactic Prisoners is a unique, realistic and exciting, computer-moderated, open-ended, futuristic game. There are numerous avenues of play. Some of you will build walled forts to defend yourselves. Some will build a vast labyrinth of tunnels below the planetary surface. Some will establish colonies to increase production and income. Some will form corporations in the player-controlled stock market. Some will become warriors and take what they want from others by force. Some will do combinations of all of these. Alliances will be formed. Treaties will be made and broken. There will be much to explore and discover. Many different aliens will share this prison with you. Those of you who survive and prosper will do so because of your intelligence and understanding. Luck plays only a small part.

At first glance, Galactic Prisoners appears to be an uncomplicated game. It isn't. It is a game of discovery. As you learn, you will see that Galactic Prisoners is a large, complex game. As you learn, you will progress to more and more complex versions of the game.

You are permitted to move as fast as once a week or as slowly as you like. You determine your turn lengths. All turns are processed on the day they are received as long as seven days have elapsed.

To begin, send your check for \$18.00 to Grandel, Inc. to receive the rulebook, setup and 4 turns. Subsequent turns will be \$3.00 each. Discounts can lower the cost to \$2.64 per turn. Combat results are sent to attacked players free of charge. We accept phoned-in turns at no additional charge. Except for two rarely used techniques, there are no additional game charges. We do charge a small additional fee of \$.25 for a FAXed turn. Any player who recruits a new player will be given two free turns.

Grandel, Inc., P.O. Box 4386, Wilmington, DE 19807-0386

Keith Langley
1614 Donovan Pl.
Longmont, CO 80501
Ph: (303) 776-7987, noon-midnt MST
Internet: keith.langley@mdcs.com

LLUCKY LLAMA GAMES

The solitaire game of You Rule! has proven to be very popular. In this form of the game you play against the computer on a thirteen province map. This allows you to learn to play before you have to fight real live opponents. Another advantage of the solo game is that you can play at your own pace. You can send in one turn a month or play by email and send in a turn every day.

To play a solo game, just send \$10.00 to LLucky Llama Games. This covers rules, setup and the first five turns. Subsequent turns are only \$1.50 each. When you feel you are ready to play against human opposition we will give you a startup in a regular game at no charge.

We at LLucky Llama have completed a number of projects that make You Rule! even more fun to play. The beginners' guide to You Rule! is now available and will help you through your first game

without revealing all the tricks of the wily veterans. Our computer has been programmed to automatically fix the most common errors in player orders and bring other errors to our attention for manual fixing, when possible.

We now offer a missed turn service. If you choose this option, we will have our computer generate a turn for you when you miss the turn. While the computer doesn't know what you were planning, it will normally be better for you than missing the turn completely.

If you play by electronic mail and have an HP-compatible laser printer, we can now send you the maps electronically. We are very proud of the customized map that we print for each player every turn and our email players have been asking us to make it available to them for a long time.

Llucky LLama Games
80-Q North Cabrillo Highway
Box #226
Half Moon Bay, CA 94019-1667
Ph/Fax: (415) 712-0283

PEGASUS PRODUCTIONS

As we begin a new year it is often a time of reflection on events that have occurred during the past twelve months.

Various enhancements, changes and modifications to both positions and the gaming system were enacted. The updates and attention to detail every year to support the multiple award winning games of ALAMAZE are contributing factors in the high number of repeat players. The fact that ALAMAZE results are consistently rated among the highest in Flagship's bi-monthly ratings (second in issue #51) after seven years of commercial release is no doubt why we have numerous players actively participating who joined us in that first year; before the accolades and laurels were bestowed by Origins, Dragon Magazine, Paper Mayhem, White Wolf and others. Play balance continues to be excellent in both First and Second Cycles with all kingdoms having won and received second and third place finishes. We are certainly gratified with the many favorable comments we received from our new players as well as those who have been with us from the beginning.

The new year also brings hope, anticipation and new plans. There are even more new ideas for the existing games. We continue to make progress on the new program with many exciting changes that have produced abundant approving commentary from the playtesters involved in the two playtest games. While

Medieval, Modern, Future, or Fantasy...

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- El Mythico Guerrilla war in Central America. 56 page rules, color map. \$10
- Kings & Things* . . . Official pbm version of the fantasy board game. Voted BEST PBM in 1989. \$1
- Supremacy Official pbm version of the popular contemporary world conquest game. \$1
- Gameplan Pbm American pro football game. Ask for a *free turn* to see if you like it! \$1

Rulebook prices shown above. No risk: if you decide not to play, return the rules for a full refund. Entry fee for any game game is \$15 (we recommend that you read the rules before you ask to play). Write or call for a free brochure describing these games and a complete game price list.



Graaf Simulations
P.O. Box 96
St. Clair Shores, MI 48080

Phone (810) 772-9595 or Fax (810) 772-9659
Visa and Mastercard accepted



the new program has exceeded the time frame and energy, not to mention the cost, that was expected, it will be well worth the effort once completed (notification of completion will be announced in Paper Mayhem). We have done extensive design development work on a completely new product which we hope to begin programming in the spring. This new game will establish innovative frontiers in the PBM industry. We hope the new year allows us to get to know some of you who are either new to PBM or have yet to venture forth in the amazing world known as ALAMAZE.

We welcome inquiries and will be happy to forward our eight page introductory flyer to those who are pursuing a unique gaming experience.

Pegasus Productions
PO Box 248
Waynesville, NC 28786
Fax #: (704) 452-1319
Ph #: (704) 452-0552

PRIME TIME SIMULATIONS

PRIME TIME SIMULATIONS
(PTS) provides a series of computer moderated wargames. The following

information will provide a brief description of the various offerings we have at the present time.

WORLD CONQUEST: The basic game, **WORLD CONQUEST** is set in a fictional WWII Technology world. The basic game has 12 players situated on a 50 x 60 map, and lasts 20-40 turns. There are 30 different combat units to choose from. The game is roughly divided into three different segments. Initially, each player spends the first five or so turns exploring the territory around his capital and conquering armed neutral towns and villages he finds. The second segment of the game begins when other players are encountered; diplomatic activities begin. The final segment of the game starts at different times for different players. The enemy has been defined; the battles for "right" have begun! The basic game ends when a player captures 12 towns and cities (no villages) and holds them for one turn...

MODERN WORLD CONQUEST: This variant is the advanced version of WC. This game's technology is set in the Year 2010! Each player has 52 advanced units to choose from ranging from basic infantry, nuclear powered naval units, advanced "Stealth" air capacity, three

different levels of nuclear ordinance and lethal orbital platforms! The action is so fast-paced and lethal that we do not allow beginners to play this variant until they have played 5-10 turns of the basic game.

ONE-ON-ONE WORLD CONQUEST: When you want to settle the score with your opponent, challenge them to a 2 player game! This game is played on a 20 x 20 map, and can be customized to accommodate either WC or MWC. The game continues until one of the players yells "UNCLE"! In addition, each turn will automatically be processed hourly (e-mail only), allowing players the fastest turnaround times available anywhere!

In addition to the above games, we build a large number of variant games that use the basic rules for **WORLD CONQUEST**. The following list describes options that are available for upcoming games.

*High Water/Island game: Naval, naval, naval!

*2, 3 or 4 Man Team Game: Share your partner's mapping and intelligence information.

*2, 3 or 4 Man Alliance Game: Allies can share the same square...Mapping/intelligence is not shared.

*Modern World Conquest - NO ATOMICS: Suggested for 1st time MWC players...

*Modern World Conquest - Lethal! No holds barred, all nuclear weapons are at your disposal...

*Modern World Conquest - Lethal MWC with no long/medium range launchers. Ordinance must be delivered by Artillery, Battleship or Bomber

*Stealth games - No enemy activity is reported...

*Private games - Challenge your buddies to any of the above variants; all requests need prior approval...

OTHER GAME SYSTEM FEATURES

*EACH game has a completely unique map designed to allow for all players to start equally without unfair geographical advantages!

*EACH turn you receive a NEW laser printed map, showing your units and that of your neighbors!

*Take on a persona! - You can name EVERY unit and EVERY production center under your control!

*NO artificial unit stacking limits! Pile as many units as you can muster into the same square and make your enemy cringe!

*Messages can be sent to one or all players in our game system! Messages can even be sent anonymously!

*100% computer moderated!

NEW - WC PLAYER RATING

SEEDS OF DESTRUCTION

Detailed Game of Space Conquest -Closed-Ended
Design Your Own Ships!
100 % Computer Moderated.

NEW LOWER PRICE: \$4.50 per Turn
Turnfee Never Goes Up
No Hidden Charges, EVER
NEW Streamlined Order System
Ultra-Set-up: Rules and TEN TURNS: \$20.00



Eckert Gaming Group
P.O. Box 16384
Rochester, NY 14616

SYSTEM! PTS has for the first time published the WC Player Rating System!! Each player that has ever played WC is now rated! This unique system allows us to "handicap" players based on their skill level!

Here's a thumbnail sketch of how the system works: At the start of each game, we review the starting players current rating. Each rating level provides a staggered amount of Victory Points (VPs) to the game. The VPs are added up to determine the overall "worth" of the game!

At games end, the VPs are distributed to ALL SURVIVORS, but heavily weighted towards the top three positions! The WC Player Rating System was conceived back in 1991, and the completion of the system heralds the next innovation to the PBM industry!

EXPERIENCE! PTS has over 70 12-player games currently running! Our e-mail operations have really taken off! We post thousands of game positions each month on our dual line BBS! WCVIEW, our e-mail graphical "front-end" for the WORLD CONQUEST game system is unrivaled!! The rules and WCVIEW can be downloaded for the price of the phone call! Browse around, or ask the sysop for a standby position!

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The rulebook, a copy of the current newsletter and the first three turns in a 12 player game costs \$19.00 U.S. Each subsequent turn costs \$5.00 for (\$4.00 e-mail only) processing. Upon receipt of your start up funds, PTS will insert you in the next available BASIC WC game along with other new players. The start up package will be sent via the US MAIL SERVICE, 1st Class.

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ROLLING THUNDER GAMES, INC.

The big news this issue is that Rolling Thunder Games, Inc. has licensed the classic space opera **Beyond the Stellar Empire**, with RTG gaining full control of every aspect of the game.

Have you played BSE before? It's going to be better than ever, and we'll be moderating the game with our usual professional, award-winning service. We know what you want when it comes to the grand scope of a space opera gaming environment--we're rounding up a crowd of grizzled, power-hungry, battle-hardened starcaptains, the best and worst of the bunch--some of the most experienced gamers ever to gather in one place. We've revamped a number of game systems that players have long asked to be changed.

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to fence your smuggled contraband. Hire agents to do your dirty work. You can even start your own colony complete with factories, shipyards, starports, hospitals, casinos and more. Play the role of a starcaptain, colony governor, pirate, industrialist, merchant or whatever else you choose. Over 200 star systems exist for you to explore and exploit, and new totally unexplored systems are waiting to be found as well. Each system has a map as does every world. The level of detail on each planet is incredible. And you don't need to worry about being a small fish in a sea of sharks--BSE has a rich history, with a variety of political and corporate factions vying for supremacy. Your services are not only badly needed but are sure to be richly rewarded by whatever affiliation you join. And that's not all. We will be opening up an entirely new region of space that will be geared toward new players. You'll be able to set up new colonies and outposts without having to compete with the massive assets commanded by existing power players. Furthermore, we're offering FREE SETUPS through the end of the year. And since you can download the rules in electronic format for FREE, well, it's hard to beat.

World War IV! Game #1 is up and running and we are now accepting registrations for Game #2. Rules and the email turn entry program are free if you want to download them from our Thunder BBS. Alternatively, we can send you the rules and programs on disk (PC only for programs, PC & MAC for rules) if you wish. The rules disk is FREE of charge. Turn fees are quite reasonable at \$6.00 for standard turns and \$4.75 for email turns. Huge positions have the option of submitting a Superpower turnsheet (which effectively doubles the number of orders you may give) for only an additional \$3.00. That's it!--even the largest positions will run you no more than \$9.00 a turn (\$7.75 if you are playing email). Setup registrations may be submitted email, via our FAX service or via the phone if you are in a hurry to get started (grin).

Victory! The Battle For Europe Game #38 (slow) has just set up and we are now accepting registrations for Games #39 and #40 (one regular, one slow). If you want into a game, get your registration form in today (please specify if you wish to be in the slow game). Registration forms can be mailed in, faxed in or uploaded to our BBS and, if need be,

we can even accept dictated registration information on the phone. If you are interested in a special game of some kind, just let us know and we'll see what we can do.

For those of you who haven't experienced the award-winning Victory! game system, here's a short description of the game.

Victory! The Battle For Europe uses a tremendous array of World War II era units and is set in the European theatre of operations. 40 players take command of individual nations, attempting to wrest control of territory from other heads of state through diplomacy, treachery and combat. Success in the game is achieved as a result of survival through manifest destiny. Skill, guts and a bit of luck are all important in the titanic battles of survival as nations strive to be the last one standing; the undisputed master of Europe!

Victory! is a combat game of unrivaled intensity and depth. A huge variety of units are represented in the game including everything from Messerschmitt Bf-109s fighters (of several types) and Handley Page Lancasters to Lavochkin La-7s and Boeing B-29 Superfortresses (yes, even the Me-262 jets are available, in both fighter and fighter-bomber versions). U.S. Essex class fleet carriers, Russian T-34s (in several versions), German Bismarck class battleships and British Sherman Fireflies. If the equipment saw active duty, its in the game! The level of detail in **Victory!** is incredible. You'll have to see it to believe it. Information packages are *free* and you can also obtain the complete rules off our BBS (also for *free*). If you have specific questions and want to talk to someone, just give us a call. We are happy to answer questions, etc.

You'll see why **Victory!** blows everything else out of the water. If you've been looking for the finest in wargames at a very reasonable price (\$6.00 per turn, no combat fees, no monthly fee), give this game a shot. You will not be sorry!

The **Victory!** rules package is \$15.00 and includes a 120 page rulebook, combat, weather and terrain effects charts, a 58 page sectional map and a 90 page order supplement book. The entire package is mailed by Priority Mail so you won't have to wait long. A single-piece **Victory!** wall map is also available. The wall map is *optional* and is only \$8.00 (36" x 44", blackline print, tube-mailed). **Victory!** Turn Entry front-end programs are available to players in both MAC & DOS versions (at no cost). These programs are great player aids that make it easier to do your turn. They reduce both

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player and GM errors. They are available, on disk or by modem off our BBS, to all Victory! players. Victory! rules and the order supplement are also available on our Thunder BBS (and there is no on-line charge for using the BBS!)

SuperNova: Rise Of The Empire is currently under development and, alas, is probably not going to be available until late 1995. This game is going to be *big* and all you spacegamers out there are going to want to be in on this one! We'll be putting out more information as the year goes along so stay tuned. SN:ROTE, we believe, is going to be the most advanced empire-building, exploration and space-warfare game around. The game will have just about everything!

The THUNDER Bulletin Board System features two lines (to reduce those busy signals...). Just call the same number, (303) 466-8681. If the first line is busy, the system will automatically roll you over to line 2. You won't even notice the switch (Line 1 has a new Hayes Optima 288 [28,800] modem: Line 2 has a Hayes Optima 144 [14,400]). If you do have any problems at all with Line 1 (the faster modem), you can call Line 2 directly at (303) 466-7672. The system has already fielded over 69,000 calls! Feel free to log on! (set modem to 8-N-1). Anybody with a modem can access THUNDER and the BBS is available 24 hours a day, 7 days a week. Download the rules and turn-entry programs for **Victory! The Battle For Europe & World War IV**, the text rules for **Beyond The Stellar Empire** and/or simply look around. **Victory!** and **World War IV** turns can be uploaded (and the results downloaded) to/from THUNDER. **Beyond The Stellar Empire** turns can be uploaded (as text files). There is no charge for this service. Ask for info!

The RTG FAX line is also available 24 hours a day, 7 days a week. Currently, we use the same line during normal office hours for both voice and FAX (we'll pick up as normal for an incoming voice call and the FAX machine will take it if it is an incoming FAX). Turns can be faxed in for **Victory!**, **World War IV** and **Beyond The Stellar Empire**. There is no extra charge for using this service.

Rolling Thunder Games is also active on CompuServe, America Online and the Internet. On CompuServe, we can be found in the PBMGAMES forum (GO PBMGAMES) at 71370,2707. On America Online we can be found in Online Gaming Forum (PBM section) with the screen name "RTGames". Our Internet address is "rtgames@aol.com".

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SUDDEN ASYLUM

SpyKor is a game of corporate warfare in the next century when huge, multi-nationals (Kors) replace government as we know it and strive for domination. It is the first of at least 3 games from this fictional universe to be depicted in a Sudden Asylum PBM game. A game has 8 (soon to be expanded to 16) players, each of which takes on the role of the CEO for one of the Kors. The player decides what type of company (s)he will play (aeronautics, importing, drug cartel, communications, etc.) and what the Kor's special ability will be. The special abilities currently include increased technology, extra resource production, additional spy actions, Drug Lord benefits among others and are continually considered for update. Each Kor also begins with 1 spy and 1 diplomat (rep). The CEO names these individuals and applies points to various skills for them. These characters are used extensively in SpyKor so this can be a crucial part of a position's set-up. Want to be a rogue Kor with nothing but anarchy in mind? Set your spy up as a master assassin and your rep as a brainwasher par excellence. Want to be a bit more subtle, perhaps? Have your spy start out as a high-tech undercover thief. Your rep might focus on falsifying stock market records, destroying some economies and sending yours through the roof.

At the game's outset, players have a lone city under their command, complete

with a standard army and air force. From then on, they decide how best to destroy the 7 rival Kors. While SpyKor is a wargame, there are numerous economic and civic factors involved. First, there is an extensive stock market represented. The stocks in the market rise and fall depending on several factors, one of the most important being the proximity of war to their headquarters. Another factor which can influence the stock market is how well (or badly) the CEO builds up his or her Kor's industry. It's one thing to flaunt naked aggression, but, being a corporation, Interpol and the rest of the world at some point or another expect you to market a product. Failure to build up your industry can result in deflated stock values, not to mention massive unemployment and a lack of incoming cash. The civilians must be employed, fed, and, to a lesser extent, bribed with all sorts of frivolous luxuries (like running water) or they will grow discontented. If you continue on a blatantly militaristic path or if you overtax, this discontent will increase rapidly. This will lead to strikes and the slowdown of farming and mining, 2 activities which are necessary to keep your Kor operating. SpyKor is interesting in the respect that you will need to use some military activity to win the game, but there are significant penalties involved for doing so.

Another of the unique features of SpyKor is the method by which spy/rep/CEO actions are done. Because of the heavy penalties associated with military undertaking, these characters' activities are critical to a Kor's success. Spies can assassinate other characters, sabotage enemy military units or tech research plants, destroy entire cities, steal stocks, credits, tech, and mineral ore as well as provide information on another Kor's spy structure. Reps can convert rival spies or reps to their Kors, ally cities to their cause, manipulate the stock market, purge their ranks looking for double spies,

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invest in organized crime or donate to charities, buy or sell stocks, or calm (crush?) civilian uprisings. CEOs meanwhile can set population levels for their cities, attempt to enhance ore production, build up industry, or (ever popular) unleash plague on enemy cities. All in all, there are over 50 character actions a player can do each turn.

A Kor can win the game by several methods. First, and the most obvious, they can be the sole remaining power in the game, the others having been wiped out. Second, they can amass a Net Worth of 250,000 Credits (the money unit used in the game). Third, they can meet private victory conditions which necessitate certain map sectors and stocks they must own. One loses the game by ending a turn without controlling any sectors, having a Public Relations (PR) rating of 0 (this is an abstract rating of how the world perceives your Kor), owning no shares of your own stocks, or allowing your Net Worth to drop below 1,000 Credits.

If you like your wargames to be heavily seasoned with economic factors, meaningful characters, and a lot of very fast-paced treachery, SpyKor may be for you. PBM games are \$5.00/turn with a \$10 setup (includes rules and free turns 4-6). Email games are currently run on CompuServe and are soon to be expanded to the Internet and America OnLine. Email turns are \$2.50 each with free setup. An Email copy of the rules can be downloaded from the PBM Forum on CompuServe. For more information or to sign up, write to:

Mike Childress
Sudden Asylum
1401 Gatlinburg Drive
Pflugerville, TX 78660
CompuServe: 76066,2230

TREESAHRAN™ INDUSTRIES

Private Sector is off with a bang!! Games #1 and #2 are showing some pretty stiff competition and excellent creativity in salesmanship. I must, however, offer my apologies to Game #3. Also because of the recent problems we've encountered, Game #4 won't start until early '95. Let me explain.

I was called away on business to Munich, Germany for two weeks in late September. Yes, October Fest is at its height in Munich during this time, so naturally, I couldn't (...Wouldn't...) turn down this chance! To further encourage me, I received a few letters from some European PBM companies. I thought that while I was in Germany I just might make this a "double" business trip. So, this

explains why there was a two week delay. Early October, Treesahran Industries, expanded its LAN to accommodate its new BBS software and expanded modem pool. A word of advise here, once you set up a BBS-NEVER CHANGE BBS SOFTWARE. It took 47 hours to remap disk drives and rebuild the LAN. Our voice mail system was off line this entire time. Due to these set-backs, Game #3 was rescheduled to start mid-November instead of early October. I am sorry. Forgive me.

There were some changes to our telephone numbers too. This is partly due to the way the new BBS software operates and abuses from a few of our customers in another division. Our PBM customers are courteous; let me offer my deepest thanks. However, we have a few customers from our Business Development & Consulting Division that have abused our toll-free 800 service to excess. The 800 telephone service was primarily for incoming Faxes ONLY-NOT extended voice conversations. We now have a dedicated toll-free 800 for incoming FAX service. Our new telephone numbers are: VOICE & FAX (703) 825-1792; BBS (703) 829-Big1 (2441) and FAX Inbound (800) 895-4404.

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WAR COLLEGE SIMULATIONS PBM INC.

War College Simulations PBM Inc. presents Eagle Day, The Battle for Britain: A World War II Series, Operation Barbarossa: The Battle For Russia: 1941-45: A World War II Series and World War II: A Second World War Simulation.

The staff at the War College are proud to announce that the first in a long line of simulations is finally out. ED:BFB has been in the works for well over 2 years. Our goal in gaming is Excellence. This will reflect in our simulations, which are intense, highly detailed and complex affairs.

ED:BFB is a comprehensive tactical simulation of the most famous air battle of World War II. A serious attempt has been made to create an accurate simulation of what the Battle of Britain was like for local commanders back in 1940. Each player assumes the role of a General commanding a well defined component of either Great Britain's or Germany's military machine. The goal for the British is the defense of England at all costs. The goal for the Germans is the destruction of the Royal Air Force in order to launch an

invasion across the channel into Southern England. Aircraft and pilots are utilized on the individual level all the way up to the air fleet level. There are 9 players per game. Four German commands: Luftflotte Two Northwest, Luftflotte Two Southwest, Luftflotte Three and Luftflotte Five/OKM. Luftflotte Five/OKM is a combined air and naval position. The British side is divided up into five commands: Group 10, 11, 12, 13/Bomber Command and Coastal Command/Naval Command. This is a highly detailed and complex game with turn cycles offered at 10 and 14 days.

OB:BFR:41-45 is a comprehensive tactical simulation of the battle for Russia from 1941 to 1945. This is an intense, complex and accurate Corps level command simulation. Players assume the role of a General commanding one of the Axis or Russian armies. The goal for the Axis is to conquer Russia. The goal for the Russians is to fight the Axis to a standstill at all costs, then to march onwards and finally conquer Berlin! This game operates from the level of the individual soldier and rifle all the way up to the army level without getting tied up too much with logistics. This simulation is intense and currently under playtest! This is a highly detailed and complex game with turn cycles offered at 10 and 14 days. This simulation's planned release has been pushed back to January 1, 1995.

WWII:SWW is a brutal strategic simulation of World War II. Players assume command of the major powers. The goal for the Axis is domination of the world. The goal for the Allies is the destruction and defeat of the Axis. This simulation features diplomacy, economics and strategic planning. This simulation is not as complex as our other simulations. Average games will run 25 turns. Turn cycles offered at 10 and 14 days. Planned release date is January 1, 1995.

Eagle Day Update: Games 1-5 have started since the Nov/Dec issue. The Axis forces in game 1-3 have inflicted devastating blows on allied shipping. Luftflotte 3 player in game 1 has sunk 10 transports and a destroyer within the first two days of game play!

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THE SECRET OF COSMIC CRUSADERS

By Walter McMannis

Gator entered the sand baths and approached the elderly Trentarian lounging in the coarse ochre sand. Gator's normal reddish underbelly was tinged blue with respect and his tail lashed back and forth in the gesture of submission. He bowed his head and spoke, "Are you the ex-star soldier named Ta Pau?". "I seek from you an answer to a question."

"I am so named," said the grey skinned Trentarian. "What is your question, my son?"

"I seek the secret of Cosmic Crusaders. It is said that it can be found on the deserted alien space stations. Rumors say that a soldier becomes stronger and faster or better somehow. The rumors are pretty vague." Gator's words spilled out in his eagerness to say them. "You esteemed Ta Pau were with one of the first groups to gain control of

one of the space stations. My question to you is this, 'Do you know the Secret?'".

"I might," said the Ta Pau, as he turned languidly in the bath. "But what right do you have in asking me this question?"

Gator raised his head and looked directly into the other's eyes. "Another alien space station has been found. I have been selected as the Trentarian member of the squad. We leave next cycle."

"So soon," Ta Pau said with respect. "I will answer your question. The answer is No."

Gator's dorsal area turned black with despair. Ta Pau's voice became reminiscent. "You must understand. We were in constant combat and we conquered the station so unexpectedly we never had a chance to search for the secret. Of course I had a few theories." He lowered his voice. "Since you have the

guts to enter another station here are a few things you might try."

There is a secret in Cosmic Crusaders. This article is meant to provide clues to that unusual secret and also to shed a little light on the other unknown secrets of Cosmic Crusaders.

For those of you that have never layed eyes on Cosmic Crusaders let me explain the concept of the game. You are in control of 5 star soldiers transported into an unexplored space station. To win the game you must find the three command keys and put them in the Command Center Computer, or eliminate the other teams (my personal favorite).

Of course the space station is also filled with all sorts of great weapons, incredibly useful items and certain rooms to help you achieve your goals. Some of these have their own secrets which we will

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Clans of Trove: Become a wise, benevolent herding clan leader or the fierce, battle hardened ruler of a vicious war clan or an astute trader more concerned in profit than war. Hand-moderated, open-ended, and no turn deadlines give players full latitude in this huge game. Sea clans ply the ocean in arks and galleys. The Emperor, Soxhes Imperium, is attempting to re-enslave the world. Can you stop his evil growth? Basic \$4 turn fee.

Cosa Nostra: Pit your wits against 11 other players in the struggle to be **Capo di Tutti Capi**. This game has no random factors. Use bribes, muscle, weapons, protection rackets to further your nefarious ways. Rules, setup and first turn \$10. Turns \$5.

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examine later.

The Star Soldiers have a certain number of action phases which you use to perform various commands. For example, Human Star Soldiers have five phases per turn and a Trentarian (a lizard-like being) star soldier has 6 action phases per turn. All of the commands (detailed in the rulebook) due to the level of their difficulty require one, two or three action phases to accomplish. For example, to move forward and fire an Enforcer rifle uses 1 action phase. Getting information from a computer terminal uses three action phases.

Now therein lies the secret of Cosmic Crusaders. Let's quote from page 17 of the rulebook. "There are several commands that direct star soldiers to move and 8 phases that soldiers to move in." Nowhere else in the rulebook does it mention 8 phases. This raises a few questions. Perhaps one of the bizarre alien beings that you unthaw from the cryogenic chambers has 8 action phases? Maybe it has something to do with the security robots who unceasingly patrol the abandoned space station? Could it be that the still functioning alien computer terminals hold the answer?

The familiar blue haze from the teleporter disappeared slowly from in front of Gator's eyes to be replaced by the dark interior of the alien space station. He could see that the overhead illumination was working but the light being emitted appeared as ultraviolet radiation to his eyes. The corridors were dark and menacing. He would have to rely on the scanner hooked to his belt to guide him.

To his left the Urdack mercenary named Glacier said, "No enemy star

soldiers within scan range." Everyone relaxed a little. His squadmate and buddy, Paker, looked at him and said, "The aliens must 'see' in a different wavelength band than humanoids." Although the Paktite looked big and dangerous, he was actually thoughtful and gentle. One of the co-commanders, Griggs or Spaz, hard to tell which one (the humans were clones) spoke to everyone over the intercom. "Okay, everybody cut the chatter. You have your orders. Implement them."

"Sure I have my orders" thought Gator as he turned left and moved forward down the dark corridor. But I also have my own personal agenda. I know this station is hiding a big secret and I mean to find it.

Luckily for me, Genesis Games Design had a booth at the Gen Con game fair which I attended (along with a couple of thousand other gamers) so I had a chance to talk to Trent Carson and his brother Kurt who seem to be running Cosmic Crusaders for the pure love and fun of the game. They can't be making much money at \$3.50 per turn. Kurt and Trent were passing out rulebooks and signing up players interested in the game. They were both very friendly and willing to talk about the game.

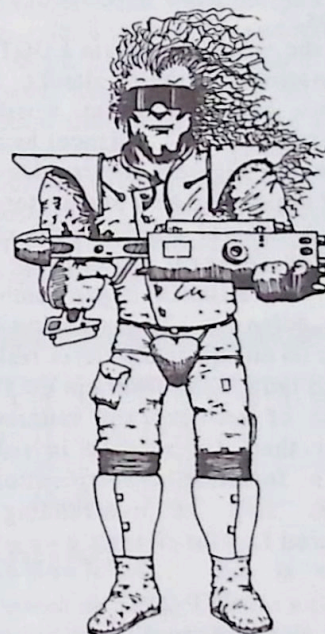
Now it gets good. Trent admits that there is a secret...There is no obvious command in the rulebook like 'add action phases' yet according to him and Kurt there is a command (one of the orders in the rulebook) which you give the star soldier which will cause he/she or it to gain up to 8 action phases total.

Gator felt great. A lot of things changed since his squad had teleported into the station. Sadly Paker the Paktite had died in agony due to a security robot

with a Thermal Cannon and bad orders from the overlord. Gator caressed the Neutron Blaster held in his left claw. The security transponder at his belt beeped reassuringly. He had been through much to obtain these items but it was worth it, he thought, because HE HAD FOUND THE SECRET. It was so obvious he said to himself. He felt no stronger, but lighter or faster somehow. "It was ironic," he mused. "There was no secret until we invaded the station."

Ok, Ok--so I didn't tell you the secret of Cosmic Crusaders but I did tell about the secret of Cosmic Crusaders. So if you think you might want to find it for yourself, write to:

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PBM ACTIVITY CORNER

ADVANCED GAMING ENTERPRISES

Crack of Doom

October was an unusually brutal month with a tremendous number of battles taking place. Starting first in Eastern Panagea...

At the Ogre city of Stonewood the Terminators continue to hammer at local Chaotics, much to the ire of city leader Morlik Wartnose. In the first engagement Hill's Angels (Lawful Terminator Giants) devastated the army known as Overboard (Chaotic Kodan Raman Goblins). A week later the Valiant Marauders (Lawful Terminator Elves) attacked and again crushed the newly reinforced Overboard Goblins.

At the siege of Aldaria LOOT forces are continuing their attacks as the Hunter's Moon (Zraxxut worshipping Gnolls of the LOOT alliance) hammered the Aeonian Fighters (neutral Dwarves). In what appears to be a preparatory move toward a general attack on the city the Silver Orb (Zraxxut worshipping Gnolls of the LOOT alliance) began bombarding the city defenses. The attacking Gnolls met with an unexpectedly fierce resistance and were judged the losers in the furious exchange of artillery and missile fire. However they did succeed in reducing Aldaria's formidable fortifications--an important step in overrunning this beleaguered Lawful citadel.

CTF 2187

Game #195: Turn #9 saw Side #4 at last recovering from their low scoring

slump (which saw their rating rise by only 0.04 over the course of two turns!). While Side #1 continues to close the ratings gap, Side #4 has such an impressive lead that their victory seems assured as this contest enters its final turn. The best Bot Victory Rating is 4.14.

Game #196: Turn #8 saw Side #1 expanding their lead slightly while at the same time suffering an appalling number of casualties. Among the losses were: Command Post #1 which was destroyed by a Mega Missile strike from Cadet Another Bad Day's Avenger, Cadet Dana Malh when she ejected from her Reaver (VR=3.00, DR=2.36), and Captain Jo who was tragically slain when her Titan was destroyed after taking a hit in the Left Front Torso from Cadet Zhitnik Zezel's Cyclops. Captain Jo was one of the Arena's more experienced Pilots, having successfully completed 6 previous contests, and was a new member of the LADIES OF METAL squad of the SISTERS OF SILICON team.

Turn #9 saw virtually no change in the comparative ratings as Side #1 was able to maintain their lead and win the contest! The combat this turn seemed to condense into two grand melees, one near the center of the Arena and the other near the ruins of CP #1 (and all three Bot wrecks). Though no casualties occurred this turn the combat was still quite brutal as a sizable number of Bots had various body sections blown out and destroyed. The best Bot Victory Rating is 3.80.

Game #197: Turn #8 saw Side #1

expanding their lead ever so slightly as they suffered their first Bot casualty. Cadet William Munny was awarded his first Bot Kill as he used his Incinerator's Heavy Flame Cannon to burn a hole through the Left Front Torso of Cadet White Horse's Ravager. Cadet White Horse was a member of the CHEYENNE SOCIAL CLUB squad of team BLACKDEATH. This evens up the teams again, which now number six Bots per Side. Side #1 retains a sizable lead as this contest nears its conclusion but they are close to losing three additional Bots and their CP is under heavy attack, which will likely result in a comeback drive by their opponents.

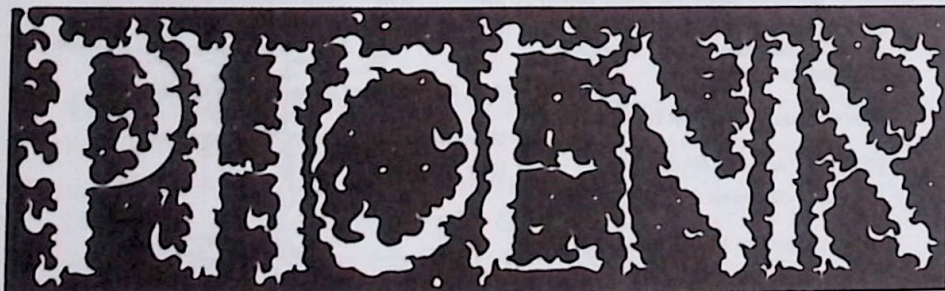
Turn #9 saw Side #1 expanding their lead and winning the game! This turn saw the game's third Bot casualty as Cadet Dominator ejected from his damaged Titan (VR=1.57, DR=2.73). By game's end Side #2 had suffered nearly 30% casualties and had the contest continued another turn that figure might have doubled. Surprisingly Command Post #1 survived the contest despite a furious end-game assault by Cadet Shadow in his Ravager. All in all, a vicious battle. The best Bot Victory Rating is 3.71.

AGGRESSIVE ADDICTION GAMES

Krahlizek

Several games of Krahlizek: The Last Battle recently ended.

Game 6 ended on turn 22. This game featured a fierce battle between Patrick Hansen and Jack "Moose" Herriman, Gary "Nemesis" Kinnick proudly show-



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ing in third. Gary "Penguins" Kinnick held out until turn 21 against invading Mooses (Meese?). Despite province wealth over 7000, and steady inroads against the Penguins, Moose could not hold off the Penguins' tactics, which included a devastating combination of Nukes and Mech Troops. The battles between Patrick and Moose for control of the isthmus separating their two continents will live long in Krahlikek history — more masterful battles have rarely been waged. Congratulations to all involved, and especially to Hansen, who earns his first "M" (for master) ranking.

Game 7 ended early, on turn 15, when Brian "Q.F. Maximus" Findley was allowed to bring his economic strategy to devastating fruition. This game pitted four veterans against four novices, with the vets handicapped. The novices played remarkably well, and most likely would have given the journeymen (ranking for a veteran who hasn't yet won a game) a rough time of it later. BUT (always a "but") Maximus' economic strategy was unbeatable. Patented Findley economic pyrotechnics were so effective that we (AAG) had to close up the loopholes and introduce version 5.0 of Krahlikek! Once other players let Maximus become strong enough, he was able to bribe his way to victory. Moral: Never let the quiet guy stay quiet! Special kudos go to Mike "Uncaged Chaos" Wincek, who correctly saw the handwriting on the wall. Richard "Mr. Entropy" Wallace, Dewey "Samantha" Guthrie, and David "Black Prince" Brown also deserve credit for hanging on.

Game 8 was a free game fought between 7 former playtesters, in payment for earlier services. Yours Truly, Patrick "666" Rael (of course, also fought, though he didn't moderate. Halfway through, the game turned into a playtest for version 5.0. The game ended on turn 17, as 666 employed economic strategies that made him invincible. Todd "Ralph" Hintz pursued similar strategies, but Rael got a jump and, along with some strong alliances, put the game away. In order to cope with runaway economic strategies, we've instituted caps on taxing, and made it harder to increase province wealth. Moral: Buy Coinage early and often!! Congratulations also to Henry "Linus XXI" Lin, and Tim "Cofradia" Stark for filling out the top four.

Game 9 also ended on turn 17, as two active players saw the handwriting George ("Vampire") Cameron had written on the wall. Brad "Oh God" Lattary and Tony "Jurchens" Webb held out for a long time, but George had exploded into his foes on turn 8, and soon started rolling

northward. Congratulations to George for his first Krahlikek win — the first of many?

Game 12 has already ended. Congratulations to Dave Ayres for the most stunning Krahlikek victory yet! The Lemmings (Dave's pseudonym) started modestly, but by turn 7 was quickly outdistancing his foes in total wealth. Turn 8 witnessed the first of many well-placed bribes. Another came on turn 10, and by turn 11, Dave was able to revolt everyone, and thus pick up all the leavings. Two turns later, he had put the game away. The moral: this game is not about military — it is about secret economic machinations, and if you don't realize this, you will be destroyed by someone who does.

By now, a game of Krahlikek Master players should be in full swing. This game should feature some of the most exciting strategies we've seen to date! Dave, George, Patrick — let the fun begin

BATTLE-MAGIC GAMING

Atlantrix

Obituaries: Harlan, #358, killed Samuel, #045, in the arena to earn his 3rd Star.

Slavenstein, #369, was killed on block

1 by a large Yellow Dragon.

Brave Star, #416, killed Caste, #046, in a Death Challenge on block 221. Caste was a Constable and had 4 stars as did Brave Star.

Xortyl, #300, killed Sebastian, #520, in a Death Challenge on block 204 to earn his 3rd Star.

Juan the Gray, #675, killed the Lone Wolf, #314, in a Death Challenge to earn his 3rd Star.

Chip Endale, #397, killed Coutric, #534, in a Death Challenge to earn his 4th Star.

Talon Hawkfist, #362, killed Vanu, #680, in a Death Challenge to earn his 2nd Star.

Talondril the Tusk, #338, killed Arnie, #540, in a Death Challenge on block 222 to earn his 4th Star.

War Declared: The Mystic Good Temple has declared WAR on the Undead Temple. In a group of sudden raids Mystic Good Priests and raided all the graveyards, destroying over 80 undead and 3 small altars of the Undead Temple.

However they were repulsed from what they saw in the main Undead Temple on block 142. Even though they destroyed over 30 undead here alone, they were repulsed before reaching the main

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altar and destroying it. They did manage to capture Jaggar, the High Priest of the temple before being forced to retreat. Jaggar is being held now, under heavy guard, in preparation for his execution. This is due to happen soon on block 214, and all interested persons are invited to attend.

Other News: The lost crown of Atlantus the Unlucky was found in a local Jewelry store. Atlantus was the last emperor of Atlantrix centuries ago.

Talondril the Tusk and Raga destroyed in wight while exploring a dungeon.

Arion Starbow, #356, & Cymbaline, #629, killed a Giant Beetle while exploring a ruin recently on another island.

The theatre on block 23 was recently set on fire. Initially it was thought to have been done by the elderly ladies society, a moralist group that has been protesting the Burlesque theater lately. However as patrons were evacuating and crews were putting out the fire, which did little damage, someone apparently remained inside and stole over 150 Bills from the strongbox in the manager's office. Constables now suspect the thieves' guild in this well planned robbery which had to have at least 2 people coordinating their efforts.

Into Infinity

Phi News: Paragon destroyed a Warriors of Light fleet. paragon destroyed Khatovar's last fleet, destroying this empire. Paragon conquered a Warriors of Light colony.

Eta News: Red Mountain conquered a Magna colony. Red Mountain attacked a Magna fleet, the battle rages. Dragonskeep conquered 2 Turtleoids colonies.

Omicron News: Octagon conquered a Sardonic Nihilist colony eating many parsec mines.

Upsilon News: Rivan (Iota) conquered 3 Mupy Mup colonies. Octagon conquered a Mupy Mup colony. Octagon conquered 2 Sardonic Nihilists colonies. Valkyrian (Beta) conquered a Sardonic Nihilists colony. Otto (Iota) conquered 3 Sardonic Nihilists colonies. Vixen conquered a Sardonic Nihilists colony. Rivan conquered an I.S.O.D. colony.

Zircon News: Objectivists (Topaz) conquered 2 Final Zone colonies.

Topaz News: Venom conquered a Disposal Unit colony. Venom destroyed Disposal Unit's last fleet destroying this empire. Venom destroyed Rising Sun's last fleet destroying this empire. Venom conquered a Sadistic Samurai colony.

Spinel News: Xanadu conquered 3

Astrothain colonies. Xanadu destroyed an Astrothain fleet. Cyland destroyed a Black Paladin fleet. Cyland conquered a Black Paladin colony. Xanadu conquered a Mists of Avalon colony.

Jacinith News: Draconian conquered a Creeps (Aquamarine) colony. Fridged Avengers conquered a Creeps colony. Diamond Orchard conquered a Platinum Paladin colony.

Capella News: Vodani Nation conquered a United Space Federation colony. Therrangi conquered 2 United Space Federation colonies. Fleets from Vodani, Therrangi, Halls of Magic & Magic Masters are battling it out over USF's old HSS, the battle rages.

Halls of Magic conquered a Therrangi colony. A Vodani fleet followed a Magic Masters fleet and attacked, both fleets took heavy damage. Therrangi destroyed a Magic Masters fleet, then conquered the Halls of Magic HW. Halls of Magic conquered 2 Therrangi colonies.

CHOSEN FROZEN GAMES MAGIKA

Our first game (a 3 weeker) has now started and signups for new 2 and 3 games are proceeding. I'd also like to announce the "Top 4" finishers from the final Magika playtest:

- C. Gaudry - Good Elf
- B. Hasselman - Good Halfling
- M. Sizaire - Neutral Halfling
- D. Murray - Evil Goblin

WdG MITHRA

AMRITA: As the first winter is about to befall, most kingdoms have declared their allegiance to either the **Elder Gods** or **The Powers of the Night**. Two major faction battles as well as a few minor border squabbles. *Bradley the Bard* has been rumored ready to reveal who's within the factions!

BERUTHIEL: Still quite early in the game as the first season is about to end. Most of the kingdoms are continuing to explore, expand and define their initial borders with neighbors.

COCONUT COUNCIL, INC.

Here are the latest/greatest game winners. Congratulations to all who played and especially those who made the big sacrifice in their social lives to fight to the end. Your significant other would like to talk to you now.

Adventurer Kings

- #186: Mike DeJoseph, Neutral Human
- #200: Brian Hansen, Pagan Human
- #219: Takashi Araki, Druid Dwarf
- #230: Thomas Whalen, Druid Dwarf

#231: Rich Vlastnik, Pagan Human

Net-Runner

#2: Saul Betesh

Darkness of Silverfall

All games of Silverfall are still running strong.

DAURADA GAMES

Charioteers

It has been a bit so the bragging list is a bit long this time:

Turn	Top Stable	Top Charioteer
3	Dark Riders	Gowron of the Other Worlders
4	The Ramblers	Indigo of The Ramblers
5	The Ramblers	Indigo of The Ramblers
6	Other Worlders	Gowron of the Other Worlders
7	Buck-the-Tiger	Cyanide of We R Dangerous
8	We R Dangerous	Cyanide of We R Dangerous
9	We R Dangerous	Cyanide of We R Dangerous
10	We R Dangerous	Cyanide of We R Dangerous
11	Blues	Cyanide of We R Dangerous

Can anyone stop this Cyanide? Even with his upset defeat by Sextius of the Blues stable on turn 11 Cyanide remains the top rated charioteer. Gowron has tried and came up short four times in a row.

Could it be Zooma Zooma of Nero's Comet that puts the end to Cyanide's winning ways? Or is it one of the new up and comers from the Blues like Dea Meat III, or perhaps Puss of the Bagus Brothers might have a shot in a few turns? Let's not write off Gowron's stablemate K'mpec who could do it. The tension mounts here at the Avanti race tracks. Join in on the fun, if you dare.

As always condolences on those charioteers who have gone to the raceway in the sky.

ENTERTAINMENT PLUS MORE, INC.

Adventurers Guild [from the diary of Tolstoy]

For the sake of history I'll record some of the tournament winners here:

Singles (total of 41 divisions, 8 warriors in each division): First place (starting from top division) Ripjack, Anvil Head, Vanya, Dergus Trapfinder, Moon, Sxar, Willie Shovelhead, Angus Stoutfellow...Second place: Coeus, Graykor, Pazuzeus Gravestone, Stormshadow, Fed Drappel, Knightblade,

Barth Battlehammer...

My performance in the tournament was rather depressing, being knocked out in my first two fights. The first loss was to Nemesis, and the second to Stonehill Kneeknocker. Both are excellent warriors, but I hope to trounce them should we ever meet in the arena again.

Haunted Manor?--Not sure what to make of the stories I hear about this. So far no guild member has visited this rumored adventure site. Supposedly a group of the elite city guard investigated the place, and died horribly. Another source of mine claims those city guards returned to the city quite healthy, but after spending two nights searching the woods for the ghostly manor with no luck. Perhaps the rumor that a person must go alone to the Haunted Manor to be able to enter it is true...

My fellow adventurers and other scholarly friends have been talking of new monsters...the ghouls have become more brave, and more numerous. I wonder if the High Priest of Palindur is still trying to track down that vampire...perhaps he's finally managed to get the vampire's attention. That energy draining ability of the ghouls is sure to wreak havoc with spell casters! These reports from the borders of cyclops crossbowmen who are very accurate is distressing, as are stories of Nether rats with spectral bodies and bites that drain energy and strength.

[If you think you'd like to join the fun in the Adventurers Guild, see the Gameline section]

FRACTAL DIMENSIONS

A Duel of A Different Color

Awards: Catadu University pays tribute to the Instructor of the Sound and Fury who most recently accepted the award of Tinhood by establishing a complete team of students that all have achieved that level. The Instructor of the Winter Flowers, who has in the past been awarded the certificates for guiding her team to Tinhood and Shadehood, celebrated receiving the coveted Tonehood award. The Council of Colours congratulates those who received an award and bask in the light of their accomplishments.

Proposals: On the current roster for consideration are several proposals for rule changes or additions from various instructors at Catadu. One instructor would like a new challenge system implemented where a team could choose who to actively avoid direct challenges. If a challenge is issued to a team that is not actively avoiding yours, then a duel is automatic. The instructor states that this should give a certain edge to the challenger, add more variety, and,

generally, keep everyone on their toes. Another proposal is that students could cast spells outside their college of color, but incur a stiff penalty. This would specifically be used to "surprise" opponents. The administration of Catadu would like to hear the thoughts of other instructors on these or other recommendations.

From the Morgue: Five student has been killed in the underground dueling chambers during the period, 9/3 - 10/15. The Colours of Catadu extend their condolences to those instructor and teammates who lost their comrade during the examinations. The University will always remember the one who gave his life...

Sept 3:

Emerald - Sparklers (15) by Aella - Grey Sword Circle (37)

Falcon - Freemages (30) by Black Martin - Sound and Fury (48)

Sept 17:

Cathor - Warlocks of the Mist (59) by Hop Frog - Conqueror Worms (57)

Oct 15:

Wisp - Grey Sword Circle (37) by Cambridge - Freemages (30)

Neek-klo - Freemages (30) by Black Martin - Sound and Fury (48)

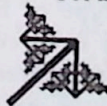
Campus Rumors: Pierre of the Winter Flowers was seen giving Bloodshot of the Rising Sun a hot foot at Dunbar's, after their tie in the last duel, while Bollo distracted him with fog rings...Celebrating Remus' rise to Shadehood, Instructor Zinger hosted a party at Dunbar's. One sane survivor of the festive event was heard uttering, "Remus.. isn't he the only original member of the bloody team?"...Lord Bogg, the instructor of the Warlocks of the Mist, was seen counseling the instructor of the Black Shadows before the examinations. Overheard in the conversa-

tion was Lord Bogg's exclamation, "of course, my team will take it easy on yours. But fate is fate.. and, well, I'll buy the first round after the trials."...Putting aside their major differences, the Sparklers, the Grey Sword Circle, and the Freemages gave a joint party last Friday night for each of their respective teammates who rose to the rank of Shade. Of course, the party was dampened a touch when the instructor of the Winter Flowers gave Karina, Wisp, and Tanzanite each a blood-red rose...Lord Bogg, Instructor of the Warlocks of the Mist, was out recruiting a new team member after the sudden death of Cathor. Rumor has it that a mighty eb'nel from the indigo college has taken his offer...Funny are those weird students that sneak across the admissions lines. Did anyone of the instructors spot who the Sparklers recruited to their ranks. Peridot — a GREEN Zaxk...Recently, over a few pints of ale, Divine Wind of the Rising Sun and Kenku of Prism were seen swapping stories about yellow college pigments and professors. Many overheard their talk and saw their gestures drift from tales to spell casting techniques only to be interrupted when it started to rain and thunder inside of Dunbar's...It seems that the Sound and Fury's Darcy's long hours in the weight room have finally payed off, as he was able to best all of her teammates at arm wrestling...Arpad was seen purchasing a drink at Dunbar's for Divine Wind after their last match, which had ended in an exhaust on the part of Divine Wind. Other students present at Dunbar's commented on their shy exchange of words...Sparks and flames filled Dunbar's as the Flamethrowers displayed their unusual red college powers to the rest of the student body. Five of the roughest incoming students that the red college had to offer have banded together under a mysterious yet unnamed instructor. Beware this team is looking for blood (or whatever the racial equivalent might be)...The deadliest member of the Sound

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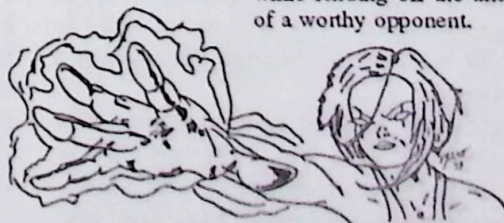
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and Fury, Black Martin, was seen walking the gardens late at night practicing his green arts. Any instructor worth his weight is going to keep an eye on this one. Rumor has it that this totijij is COLOR material that hasn't been seen in the Green college for some time...Kenku of Team Prism was seen sipping a wee bit of Dunbar's Grog before trials night. Just budding in his academic career he was overheard saying to himself, "Tis all in the wrist and then some."...Xian of the Black Shadows and Hop Frog of the Conqueror Worms were caught out back of Bradfield Hall practicing indigo spells and strategy in hopes of helping Hop Frog in his upcoming challenge with Vorn of the Warlocks of the Mist. Xian was quoted as saying that "it was going to be close."

From the DUEL Archives: A competition between Gorgon the Survivor a member of the Sparklers and Chitter of the Wimps of Death. They were matched evenly. Both were Shades, but their record's differed slightly Gorgon had 10 wins [0 kills], 8 losses and 7 draws, whereas, Chitter had 11 wins [0 kills], 7 losses, and 4 draws. Chitter is a female totijij of the Yellow college. Gorgon the Survivor, an eb'nel hermaphrodite, of the Orange college tells us of the battle.

I noticed as I entered the chamber that the candles had nearly burned down. Carefully, reverently, an orange hue changed them, inserting fresh tapers in the pewter candlesticks, making certain they stood straight, that everything was as it should be for my duel. The candles seemed to dance in the breeze that billowed in from the doorway. As my eyes adjusted to the darkness, I noticed across the grey marble floor a totijij personage of known repute. It was Chitter of the Wimps of Death.

With spirit, I knelt out of the direct draught of the chamber door and assumed my meditations. I let myself fall into the rhythm of my Stun spell, letting my power soar higher and higher, searching out Chitter. Detached from physical perception, I quested outward, casting in an ever-widening net against her. Chitter erected a Windstorm defense for protection. The wineg darted over Chitter's head. A fine target! Orange lightning left my appendage and struck the crystal. It quickly changed from clear to orange. Chitter's hex was noteworthy in that she was able to change the tanenipol to yellow.

Relaxing, I gazed into my opponent's blue eyes. A grin was covering Chitter face. "Shall we continue?" she asked. "I'm sure the amusements have only just

begun." I crafted a gold network of threads, filled with the properties of healing and wrapped it over myself. The Rest took hold and my fatigue was lessened. A bright yellow light flared from Chitter's blue eyes. Smeg! Figures she would conjure a medicinal spell on herself. "I'm going to defeat you, Gorgon the Survivor. Take you down til it hurts." She said. "I think not." I replied. With intense concentration, I decided to fire my orange spell at the yellow tanenipol crystal. I grinned as the crystal cleared. I glared at Chitter. I could feel the anger flowing inside her, then felt it stop and freeze. Knowledge and Talent! A radiating yellow thread elongated from Chitter to the yoneli, changing it from clear to yellow.

I spun a silver and orange net of magical energy, hoping to create a Pain. But slight fatigue fell over me, forcing me to relax my handiwork. A faint smile crossed my opponent's totijij face. "What's the matter? Too much Dunbar grog?" she asked. "Flexibility is one talent I will always have." I said. "It keeps me sane through the duel." "Catadu is filled with symbols," Chitter said, thinking out loud. "Symbols left behind by all the people who have inhabited this place since the beginning of time. The great stone fortifications of the Munenut, and even older things, the images left carved in stone by vanished races..." Signing an ancient letter, she cast the Windstorm protection spell. Spinning silver and orange twines in the air, I rolled the adadi' in my color. I could see it taking on an orange cast. A yellow cloud descended on the wineg and changed it from orange to it's original neutral, clear state. "Nicely done." I nodded. "I shall have to retrieve the Wineg back again."

I conjured a Rest to try to restore some of my magical abilities. "That was a spell your instructor taught you well." Chitter smiled. It was a most unpleasant smile. "Gorgon the Survivor, it seems I'm in need of a small medicinal spell." Chitter smiled and conjured a Rest on herself. I leaned forward and studied Chitter with my magical Sight. A shadow of her totijij form was wrapped round with silver threads as intricate and beautiful as flakes of snow under a magnifying glass. I extended a portion of my orange energies to form a globe around the ran'n. The crystal's allegiance was mine as it changed to my color. Chitter's eyes inflamed. "If you were any type of an eb'nel, you-" she began, then frowned. She gestured. I perceived the air constrain around me as the tanenipol took on a yellow color.

I cast a basic Stun, but the spell was

not powerful enough to continue and, thus, died before I could put it into action. "Listen, Gorgon the Survivor, it is not a falsehood that I cast to protect myself, but a Windstorm." She smiled and signed the symbol of yellow protection. A globe of orange light came to me, hovering just in front of my face, reaching out soft, nonsolid fingers touched my cheeks. I blinked, blinded for a long moment. When I could see again, I saw the glow haloing the tanenipol, changing it from dark yellow to a translucent clear. Chitter rocked back and forth uneasily. With a basic gesture she cast another yellow spell at her yoneli crystal. "I have seen a lot of adepts in action. I can't help in wondering how you measure."

With a quick gesture, a silver and orange triangle blazed above my chest and, then, faded. A much needed warmth from the Rest spell flowed throughout my body. I saw a strong yellow glow flair and fade around Chitter, leaving a faint aura. "That's better." She said. "A Rest does wonders for my endurance." To protect my adadi' crystal from any of Chitter's changing spells, I threw another spell on it — just for good luck. Color washed over the surface of the wineg, first deep brown, then overlays of ochre and white, finally touches of yellow settled upon it. With a nod, Chitter acknowledged the crystal's new color.

I remembered my games of youth such as cradle and ladder that my mentor had taught me. I had played with a string as if it was the most precious toy in the world, and showed how many different things a string could make with some skill. My skill was still strikingly capable of casting spider-like webs into the chamber's wind. As I concentrated, gold and orange threads flowed from me to weave a Pain net. I watched the strands veer and tangle. Chitter erected a Stench defense for protection. Giving Chitter a quick look, I decided to protect my ran'n crystal by throwing another orange spell on it. Chitter touched the tanenipol and she smiled. The crystal became liquid, almost plastic in texture. She glanced at me and then back to the crystal. Gold energy left Chitter and sank into the tanenipol, changing it from it's former clear to yellow.

Powers and Presences! Chitter had owned the yoneli. She had finally seized the tanenipol. All three crystals were glowing yellow. "Come duel again, Gorgon the Survivor." She smiled. "I would like to demonstrate what else I can do." The instructor for the Wimps of Death appeared through the chamber's entrance, winked at me, and escorted Chitter out.

Catadu University Honor Roll

The Black and White Colors bid congratulations to the newest teams of CU's Honor Society. These teams are currently ranked the top fifteen best at the university.

Team Name	Statistics
1: Winter Flowers(3)	69[1]-68-48
2: Rising Sun(25)	25[3]-12-8
3: Grey Sword Circle(37)	30[6]-12-6
4: Freemages(30)	30[2]-16-15
5: Crystal Shards(42)	32[6]-12-8
6: Wimps of Death(35)	30[1]-43-14
7: Sparklers(15)	23[0]-17-13
Sound and Fury(48)	28[2]-18-7
8: Kaleidoscopik Ventures(23)	23[0]-20-12
9: Deadly Spectrum(9)	23[0]-40-22
10: Misfits(36)	16[0]-14-20
11: Hand Gestures(39)	18[0]-7-6
12: Warlocks of The Mist(59)	16[0]-4-6
Flamethrowers(65)	4[0]-1-0
13: Karamotzov Brotherhood(50)	6[0]-13-6
14: Nightwings(7)	25[0]-61-14
Conqueror Worms(57)	9[1]-15-10
15: Blue Rangers(12)	7[0]-2-4

Note: All teams do not have five students. Therefore, the team statistics might be misleading. Actual standings are done by averaging the team members' ratings.

The Council of Colors bid congratulations to the newest members of CU's Honor Society. These students are currently ranked the top twenty best at the university.

Student Name	Team Name	Statistics
1: Bloodshot	Rising Sun(25)	15[3]-4-2
2: Bollo	Winter Flowers(3)	20[0]-11-8
3: Pierre	Winter Flowers(3)	17[1]-12-6
4: Remus	Grey Sword Circle(37)	11[3]-4-2
5: Cambridge	Freemages(30)	11[1]-3-3
6: Youngling	Swirl Freemages(30)	10[1]-4-6
7: Cerise	Crystal Shards(42)	14[0]-2-1
8: Aella	Grey Sword Circle(37)	9[1]-2-2
9: Geyser	Grey Sword Circle(37)	9[2]-6-2
10: Chitter	Wimps of Death(35)	11[0]-7-4
11: Maurs	Winter Flowers(3)	11[0]-14-11
12: Arpad	Winter Flowers(3)	10[0]-13-13
13: Gorgon	Sparklers(15)	10[0]-8-7
14: Divine	Wind Rising Sun(25)	10[0]-8-6
Amber	Crystal Shards(42)	5[3]-1-1
15: Gilles	Winter Flowers(3)	11[0]-18-10
16: Karina	Freemages(30)	8[0]-9-4
17: Black Martin	Sound and Fury(48)	6[2]-2-1
18: I'roc	Crystal Shards(42)	7[2]-5-3
19: Tanzanite	Sparklers(15)	9[0]-8-5
20: Torchy	Deadly Spectrum(9)	6[0]-4-7
Kickaxe	Wimps of Death(35)	5[1]-12-2

Toadal Chaos

Frogg's Bogg - Playtest Game #1: This playtest is still continuing as of this writing. So far the net effect of this game has been to chop the dead weight from the

existing rules. A clearer, more concise rulebook has evolved. Program bugs have been caught and squashed. Luckily, there has been no "show stoppers." All seems to be going well and somewhat as expected.

Warrior engagements have been too numerous to count with a few salamancers doing teleport recon. Packs of roving scouts newts storm the hills searching for solo citizens hop frogs to capture. The intelligent engagement and retreating heuristics have played an important role in how players have handled their clans. No chaotic storms have been conjured yet, but those pesky salamancers have thrown a few wicked fireballs.

FLYING BUFFALO, INC.

Recent winners of Flying Buffalo games: **Battle Plan**=BP1189; Dan Staples. BP1197; George Taylor. BP1200; Glen Chip Grier. BP1201; Frank Risky. BP1202; Jeff Rumburg. BP1203; Glenn Duval. BP1204; Carl Linquist. BP1205; Eric Gundersen. BP1206; Steve Allen. BP1207; Ryan Kloefer. BP1209; Michael Graham. BP1210; Daniel Kirby. BP1212; Daniel St John. BP1213; Glenn Duval. BP1214; Gene Millard. BP1215; David Hill. BP1217; Chris Knapp. BP1218; Andrew Wynkoop. BP1220; Glenn Duval. BP1221; Mark Corr.

Election Year=EY2; Ron Britton. EY3; Daryl Hokama. EY4; Kent Beeson. EY5; Dan Staples. **Feudal Lords**=FL119; Daniel Thibault. FL122; Ian Anderson. FL126; Steve Roberts. FL127; John Balda. FL128; Ian Anderson. FL130; Ed Tostanoski.

Galactic Conflict=GC85; John Meyers. GC87; Carla Lopez. GCX88; Bryan Struve.

Mobius I=MO67; Leroy Newton. MO68; Jeff Hall. MO69; Stephen Melvin. MO-71; John Byrne. MO72; Michael Noriega.

Nuclear Destruction=ND808; Todd Ralston. ND809; George Jacobs.

Starweb=SW1183; David Rice. SW1192; John Symons. SWA1197; Randy Heeb. SW1199; Philip Walker. SWA1200; John Muije. SW1202; Luis Sheehan. SW1204; Jeff Gammell. SW1205; Eric Shukan. SW1206; Matthew Saxton. SWA1207; Linda Rummell. SWZ1208; William Bolosky. SW1209; Paul Kervin. SW1210; Brian Chase. SW1212; Roy Hamilton. SW1213; Matthew Saxton. SWZ1218; Matthew Saxton. SWB26; John Pereira. SWM158; Michael Hammerschmitt. SWM159; (tie) Roy Hamilton & Kevin M Smith. SWM161; Eric Shukan.

World Wide Battle Plan=(Equal Forces Games) WWA101; James Mullin & Terry Bluck. WWA116; Richard Bamberg.

WW123; Jeff Wiewel. (1939 Games) WW113; Carl Archer. WW117; Warren Royer. WW121; Mark Biscone as BeNeLux! (a minor power). WW122; Chris OHara. WW133; Paul Devolpi. WWX137; Jason Nonis. (Real Forces Games- the winning alliance) WW118; Richard Derrah, David Scott, Dave Hudnall, and James Fronsee. WW132; Ken Dulin, Ernest Pereyra, David Spencer, and Phil Cressey.

GAME SYSTEMS, INC

Middle-earth PBM

Game #7 - The Dark Servants: #19, #13 and #20. In a contest lasting 81 turns, Úvatha, Dendra Dwar and Úrzahil finally dragged the Sinda down, bringing their Lord the victory he so long desired. As Sauron's most powerful servants, their reign will be long and glorious. Final standings are as follows: #19 Long Rider - 2500, #13 Dog Lord - 1967 and #20 Dark Lieutenants - 1950.

Game #37 - The Dark Servants: #25, #21 & #19. Kav Makow and Angamaitë, having thrown in their lots with the Dark Lord, have, along with Úvatha, led His Servants to the conquest of the pathetic Free. The war drums beat to their cadence and the feet of the conquered march to their tune. Final standings are as follows: #25 The Easterlings - 2450, #21 The Corsairs - 2250 and #19 Long Rider - 2067.

Game #77 - The Dark Servants: #24, #11 & #20. Celedhring of the Dragon Lord stood at the crack of Mt. Doom. In his hand, the One Ring pulsed and danced to a magical tune only it and it's master, Sauron, could hear. Celedhring slowly raised the glowing artifact and shouted, "Lord, I give you back your power. I give you back your legacy. I give you back your glory!"

An ear-splitting howl burst forth as the shadow-cloaked figure of Sauron rose from the crack. In a voice ominous and dreadful, he spoke. "Whole, Whole! At last I am WHOLE!!! Well done, my faithful. Well done to all of you. I am pleased. Now all the world will know my wrath! My power! My VENGEANCE! For Sauron is whole once again, and all of Middle-earth trembles!!!"

Final standings are as follows: #24 Rhudaur - 2300, #11 Witch-king - 2100 and #20 Dark Lieutenants - 1967.

Game #110 - The Free Peoples: #10, #25 & #21. Led by Elrond and the Free People converts Ovatha II and Angamaitë, the Dark hordes were turned aside and broken by the armies of the Light. The blight of Sauron has been eradicated and the hearts and souls of the land rejoice in freedom. Final standings are as follows:

#10 Noldo Elves - 2017, #25 Easterlings - 1950 and #21 Corsairs - 1784.

Game #129 - The Dark Servants: #21, #19 & #25. Hot blast-winds of destruction blow over a scorched Middle-earth and the corpses of the Free swing from stunted trees. This land bears the mark of Sauron and his servants, led by Angamaitë, Úvatha and Ovatha II, dance with malicious glee. Final standings are as follows: #21 Corsairs - 1700, #19 Long Rider - 1650 and #25 Easterlings - 1633.

Game #137 - The Dark Servants: #21, #25 & #24. Sauron's whispers have lured the leaders of the Corsairs, Easterlings and Rhudaur to his side. With their help, the Lidless Eye now shines in place of the sun. Middle-earth shall ever dwell in the Shadow. Final standings are as follows: #21 Corsairs - 1717, #25 Easterlings - 1350 and #24 Rhudaur - 1308.

Game #140 - The Free Peoples: #7, #23 & #10. Dawn breaks over Middle-earth in the glorious afterglow of victory. Led by the stalwart South Gondorians, the battles fought by the Free struck true and have ushered in a age. Sauron is broken and his taint is banished. Long live those blessed by the Light! Final standings are as follows: #7 Southern Gondor - 2167, #23 Dunlendings - 1633 and #10 Noldo Elves - 1500.

GAMER'S DEN

Phoenix

There are now over 60 games of Phoenix running, many of them single player. You too can join in and receive a single player game for FREE if you mention Paper Mayhem through January 1995.

Congratulations to Jim Griffith, Keith Thompson, and Craig Mills for Phoenix victories. Jim started quickly and then cruised to galactic domination in Phobos-29, while Keith and Craig succeeded in a come-from-behind win in the nail-biting eight player Umbriel-2. Several other games are nearing completion, including a pair of 20 player Jupiter games. Andrew Barton, as a Pini, still has the lock on single player win at 21 turns.

GRAAF SIMULATIONS

El Mythico

EM 18:

1st: Don Hill, leftwing Merchant Banker
2nd: Pat Slocomb, leftwing Cardinal
3rd: Paul Mansfield, leftwing General
4th: B. Scott Kennedy, leftwing underworld

EM 22:

1st: Glenn Fuller, leftwing Merchant Banker
2nd: Chris Whitten, rightwing General
Other level 6: Evan Wasserman, centrist President

Other Survivors, in order of finish: Jim Studer, Jay Dardes, Mark Margolis, Chuck Egli

Spiral Arm II

SA 31: (a 3 week game)

Marc Fathom, sole winner with 50% Surviving players, in order of finish: Ron Harris, Jeff Holland, Paul Beemer, Terry Ellem

SA 33: Winning alliance, in order of size:

Drew Wollery

Dan Green

Dwayne Bayes

Glenn O'Brien

Surviving players, in order of finish: Whitt Pond, Charles Schreider, Frank Suchar, Robert Attmore, Alan Stiles, Ernest Schultz, Michael Lee White

SA 34: Winning alliance, in order of size:

Dwayne Bayes

Glenn O'Brien

John Shutelock

Deron Rodehaver

Other survivors, in order of finish: Tim Fyffe, Mike Cannon, Jason Jones, Ray Ulman, Jamie Weiss, Howard Huston, David Ott, David Biolsi

Realms of Fantasy

RF 14:

1. Steve Jeannes 1000 winner
2. Joey Sikes 990
3. Charles Crooks 909

RF 16:

1. Curt Day 1000 winner
2. Laurie Van De Graaf
3. Janet Muckerman
4. Derek Avery

Continental Rails

CR 84:

Michael Nash - Builder, Magnate, Baron
Andre Gold - Mogul

CR 85:

Danny Lee Cole - Mogul
Chris Acreman - Magnate
Michael Nash - Robber, Builder, Baron

CR 86:

Lee McGuire - Magnate
Michael Nash - Mogul

Feudal Lords II

FL 262:

Winner: John Endres, King of Suffolk
2nd Place: Barry Bailey
3rd Place: Terry Schroeder
4th Place: Kevin Jaekley

FL 263 on turn 21:

Winner: David Mills, King of Albany

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2nd Place: William Carr
3rd Place: Wayne Bailey
4th Place: Kevin Jaekley
Survivor: Michael Applebee

Gameplan

GPA 3 Superbowl:
Lennart Bjorksten(Houston Oilers) 27
Matt Opaskar(SF 49ers) 17

GP 4 Superbowl result:
Steve LeBlanc (Indianapolis Colts) 26
Glen Mayfield (Green Bay Packers) 16

Kingdom

Kingdom Game #1
Rank Empire Player Rating
1 Osirus Mike Puffenberger 275374
2 Garibaldi the Funny Gary Schaefer 191740

3 Frito Layspud John Kahn 73083
4 Amethyst Joseph Marino 66846
5 Hosehead Dave Smith 59131
6 Daileass B. J. Prince 50002
7 The Dark Empire Philip Laipply 35342
8 Shavore the Younger Roland Chua 25290
9 Ragnarok Steve Parrish 18493
10 Solomon the Wise Rodd Neely 16200

Kingdom Game #2

Rank Empire Player Rating
1 High Hopes Wayne Smith 123337
2 Revega Michael Ranger 106160
3 Children of Isis M.Puffenberger 67265
4 Metellus Cimber Mike Massullo 65222
5 In White Satin Gary Schaefer 49400
6 White Hill David Cromer 49065
7 Wales Ed Taborek 48108
8 Blackadder Bradley Stein 46079
9 Coriolanus Lenard Scott 37628
10 Caid J. Kriss White 32644

HUSCARL HOBBIES

A Stitch in time

Congratulations to Ken Mikolaj, the winner of Game 002 of *A Stitch in Time* with 3403 points. Allen Stiles was second with 2933 points. The game went 15 turns, with Ken hoping each turn that the stock market results would allow the game to end before anyone could sneak up on him.

After losing game 1 in dramatic fashion on the last turn, Ken made sure that it wouldn't happen again by building a solid lead early in the game and spending a considerable amount of resources ensuring that none of his agents were working for other players as double agents.

Game 3 of *A Stitch in Time* will start as

PAPER MAYHEM BACK ISSUES

Back issues of **PAPER MAYHEM** are still available. Below are issue that are still available, listed with articles and reviews that they contain. for each order for back issues, included \$1.25 for postage and handling. For 2 or more issues requested, an additional 70¢ extra per issue is to be added after the initial \$1.25. All back issues are first come, first serve basis, so give alternative choices in the event your selection(s) have been sold out.

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#26	Supernova II, Alamaze, New Order, Starmaster, Hyborian War	\$3.50
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#62	Star Quest, Fleet Maneuvers, Sirius Command, Galactic Overlord, Armageddon Aftermath	\$5.00
#63	Fleet Maneuvers 3-D, Continuum, Out Time Days, Stand & Deliver, Throne of Rhianon	\$5.00
#65	Portinium II, Centurion, Coup d'Etat, Middle-earth PBM, Portinium, Murder!	\$5.00
#66	Gladiators of Death, Middle-earth PBM, Kralizek, The Bloody Blade	\$5.00
#68	Adventurer's Guild, Kavernes, Phoenix, Seeds of Destruction, Westworld	\$5.00
#69	Blood, Gore & Guts Across The Galaxy, Quest, Smuggler's Run, Hyborian War, Tracks	\$5.00

soon as Huscarl Hobbies receives setups from at least 10-12 players.

HIGH POINT GAMES

World War IV

WORLD WAR IV ENDS! Turkey declares victory! After 24 turns, World War IV game #1007 has ended. Turkey (Steven Scott) took first place with 1016 victory points; Steven earned six free turn credits. Second place went to Ukraine (Dwight Thompson) with 802 victory points; Dwight earned four free turn credits. Russia (Brian Scott) rounded out the top three with 741 points, earning Brian two credits. Nine other countries survived the war: Alaska (Marty McCullough), Argentina (Brian McCarty), Egypt (Paul Stauts), India (Britt McClain), Kamchatka (Charles Finger), Sudan (Roger Roberts), United Kingdom (Chris Daley), United States of America (Steven Vaughan) and Zaire (Dan McClain). Each surviving player received a free setup in a future game. Of the twelve survivors, eight set new records for their positions. Egypt and Sudan made history by surviving--something no other Egyptian or Sudanese player had ever done.

The two most fought-over hexes in the game were both in Venezuela, just east of Caracas. The winning alliance crossed the Atlantic from Africa to South America, marking the beginning of the end for the American alliance. The entire northeast coast of South America was witness to the furious defense of the Americans trying (and ultimately failing) to contain the invasion.

Congratulations to the three winners and all the survivors of a hard-fought war.

JFH GAMES

World War IV

Game 12 has just started in October, as Game 6 ended after 13 highly competitive turns. Fifteen players of the original forty survived and all 15 won free setups in the next **World War IV** game. The top three winners also won additional free turns in any **WWIV** game. The winners were: 1st-Martin McCullough with Tanzania, 2nd-Michael Puffenberger with Russia and 3rd-Darren Fagan with Sudan. This was an interesting set of winners because they all started in different alliances. As the war wore on, fragments of alliances were consolidated and the leaders of each became the leaders of the large new Euro-African-Asian Alliance. It was probably originally an alliance of convenience as the consolidated Americans (North & South) had invaded almost every coast along the Atlantic and Pacific they could reach. The Africans, Asians and

Europeans agreed to stop fighting each other and join together against the common threat.

The game was also interesting because the top six players were not that far apart in victory point scores. First place pulled out in front to 1058 as a few players helped him over the winning 1000 total, but 2nd and 6th place had 713 and 589, a close contest for the other winning places. Another interesting aspect of the game was the fact that the top four players did not get any of the countries they originally requested. Tanzania, Russia, Sudan and Zaire are never very popular picks, and in this game they had to be given out to whoever was left without a country. Sudan is probably the least favorite position when players initially send in their setup picks, but it had taken 4th, and now 3rd position. This seems to demonstrate that any position can win. It's a combination of skill, diplomacy and continued persistence that can take any country to the top.

KEITH LANGLEY

Ancient Empires

In Game #2, Cana and Rodetan are in full war. Rodetan slammed into Cana with over 5000 barbarian cavalry, then Cana drove them out with over 7000 horsemen of its own. Neither side has the technology to attack forts effectively, and since they both built wooden forts around all of their villages, the war has entered a "cold" phase. Both sides are pushing their scholars to come up with better siege equipment than rams and ladders. To the south of this conflict, the Emperor of Sumatray has announced his impending marriage to the rebel Princess Margaret of Horsel. All around the world, other empires are slowly swallowing their less powerful neighbors by force of arms and diplomacy.

Game #3 has just had its first turn and already a couple of empires have gotten new villages to join them. Since there is still room in game 3, there are no plans to start game 4.

One True Faith

Game #1 is over. Congratulations to Paula Handley, who made the worship of Zenith, Goddess of Pleasure, the major religion of Earth. (Well, actually, Xanthia the Goddess of Laughter had more worshippers, but no one took her seriously.)

Game #2 has started, using the second edition rules; it is already full.

The deities are:

ETTAHAE, Good God of the Earth

LEVI, Good God of Growth

TYR, Good God of Justice

CHICANE, Neutral God of Trickery

STORCH, Neutral God of Drunken Debauchery

VOTLANSH, Neutral God of Fire and Archery

GRAMUNCH, Evil God of the Weak and Downtrodden

MAGIAN, Evil God of Disease

MOBIUS, Evil God of the Undead

A waiting list has begun for game #3, which will start when there are six or more registrants. One welcome change in the 2nd edition rules: **NO EXTRA FEES** for battles or special missions; the \$10 turn fee now covers everything you can possibly do. Theological Debates are more fun than ever, and Riots and Persecution are nastier. Send for a free copy of the new rules!

LLUCKY LLAMA GAMES

You Rule!

Our intrepid playtester David Ondzes has completed the first two solo games of You Rule! David averaged almost one turn a day by email to help us provide this form of the game to our players. His most important service was in game 9. He proved that even an experienced player can be beaten by the computer if the computer's home province rules over the player's home province. We were actually quite pleased to discover that our computer was smart enough to beat a good player even with this advantage. David got his revenge in game 12, taking all thirteen provinces by turn 10.

MIDNIGHT GAMES

Legends

Over the last few months, there have been a number of Legends games that have ended. Midnight Games would like to congratulate the following players;

Crown of Avalon 6 ended with the Grand Mockers faction achieving victory. Active factional members included Ray Clemmons #96, Bill Dunne #67, Mike Gunson #66, Mark Montero #197, Daniel Morey #20, Roger Peterson #139, Lee Riciputi #81 and Ray Young #168.

Realm of the Immortals 8, a variant game, ended with the Lords of the Abyss faction completing their victory conditions. Active factional members included Ron Dunning #165, Ken Keister #19 (senior player), Bill Maddox #122, Joe Michell #156, Daniel Morey #138, Dan Procopio #115, David Saul #109 and Michael Schlangen #46.

Realm of the Immortals 2 ended with the Lords of the Rock faction achieving victory. The two factional members were Mark Guitard #47 and Mike Rocamora #145.

Realm of the Immortals 1 ended with a

War College Simulations

"PBM" INCORPORATED"

Presents

Eagle Day: The Battle For Britain

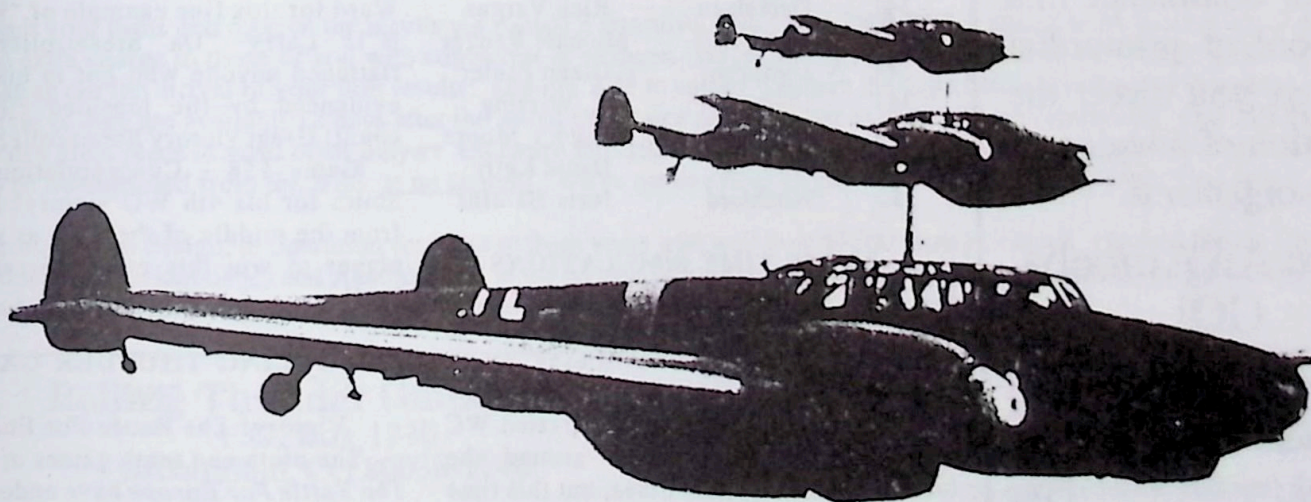
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joint victory by the following players, Ron Audet #191, Curtis Day #15, Bob Deseert #94, Steve Dessert #36, Richard Hutson #99, Joe Noftz #106 and Thomas Saal #43.

Realm of the Immortals 6, another variant game, ended in joint victory between the following players Patrick Bolte #50, Richard Hutson #124, Brian Lane #9 (senior for the Servants of Nagashun), David Lane #54, Curtis Lyons #5 (senior for the Followers of the Nameless One), Richard Moore #172, Ed Pinkerton #39, Steve Simmons #162, Chrise Stafford #116 and Jeff Sweetland #110.

Crown of Avalon 1, the very first Legends, game ended with Chris Vota #7 and Bill Kowalkowski #34 as the two winners.

Realm of the Immortals 500, the House game, ended with the following players as joint victors, Jim Glasgow #155, John Jeffrey #178, Milfred Jones #115 and David Lane #75.

Midnight Games would like to thank every one involved with these games over the years and again congratulate all of the above players. We hope you enjoy your heraldic shield wall plaques

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PEGASUS PRODUCTIONS Alamaze

Congratulations to the following players and their kingdoms for their wins in the following recently finished Second Cycle games (our more advanced versions). Those marked with * were won through the epic victory conditions (6 players per epic side) with the highest status point player and kingdom listed. Those marked with ** were won through team victory conditions (3 players per team) with the highest status point player and kingdom listed.

Game #	Kingdom	Player
214*	Giant	John Moe
218**	Warlock	Dennis Cho
230*	Red Dragon	Dave Lawson
233	Gnome	John Bonadio
234*	Underworld	Rick Reed
235	Giant	John Bonadio
236	Giant	Danny O'Brien
237	Black Dragon	Leo Mortimer
238*	Elven	Philip McDowell
239**	Gnome	Tom Martin
240	Black Dragon	John Bonadio

The following are the winners in recently finished First Cycle games.

159	Dwarven	Donald Giles
300	Dragon	Stephane Ross
302	Dragon	Paul Orr
322	Warlock	Jason Blackburn
334	Paladin	Mike Mulka
335	Urik	Nico Hofmeester
338	Ranger	Robert J. Mau
339	Elven	Danny O'Brien
340	Ranger	Mike Weaver
341	Darkelven	Rick Vargas
343	Gnome	Michael Ranger
344	Dwarven	Glenn Peeler
345	Urik	K. Wirsing
346	Dwarven	Gregory Moore
348	Warlock	David Kelly
351	Witchlord	Juris Baidins

PRIME TIME SIMULATIONS World Conquest

Game 152 - Congratulations to Dan Fonnesbeck and Frank Risky (team game)! This is their 1st victory, and a fine one it was!! Frank is an 'ol grizzled WC veteran who has nibbled around the victory circle several times, but this time he hit the bullseye! Dan, his partner, has never played a PBM game before - so his record is perfect! (so far...) Good game gentlemen; you've beaten some of the best players WC has to offer!

Game 159 - Congratulations to Dom Gratale for his 1st WC victory!! Dom steamrolled his way to this win by extinguishing the life from any who

resisted! Great game Dom!

Game 109 - Congratulations to Michael Schulz, on his 1st WC victory! (and a wild one it was!!) Mike snuck in and snagged this one whilest ol' enemies, players B and E tussled over their turf! Player B, Ken Dubois had this game wrapped up about 20 turns ago, when he decided to take Player E's city for the win... YEOW!!! What a hornets' nest he stirred up! Meanwhile, back at the ranch, Mike (remember him, the guy who won) went about building up his forces for the final push! This game lasted 66 turns! GREAT GAME MIKE!!!!!!

Game 163 - Congratulations to Eric Moses on his 2nd WC victory!! Eric managed to stay one city ahead throughout much of the game of another ol' WC warhorse, Pat Smith. Great tenaciousness Eric!!

Game 164 - Congratulations to Paul Laurell for his 1st WC victory! Paul had one of the more interesting end games I've seen, in that he had a battle force capable of taking cities on all fronts - and he managed to do that to trigger the EOG Warning! Great end game Paul!

Game 170 - Congratulations to Jeff Buck for his 1st MWC victory!! Jeff managed to baffle his opponents towards the end of the game, rolling over their broken backs! Great game Jeff!

Game 145 - Congratulations to Charles Turner on his third WC win! With each of Charles' WC wins, his playing tactics get stronger! This game went over 40 turns - we started calling it "The Clash of the Titans". Five players died during this game. Great victory Charles!

Game 191- Congratulations to Larry Ward for this fine example of "how to do it"!! Larry "Da Steamroller" Ward flattened anyone who got in his way, as evidenced by the lopsided city/village count! Great victory Steamroller!!!

Game 158 - Congratulations to Pat Smith for his 4th WC victory! Pat came from the middle of the pack as a standby player to win this game! Great victory Pat!!

ROLLING THUNDER GAMES, INC.

Victory! The Battle For Europe

The ninth and tenth games of *Victory! The Battle For Europe* have ended. Game #6 and #8 (both regular games) were played to conclusion. Twelve nations survived Game #6 and five nations survived Game #8 to compete for various honors.

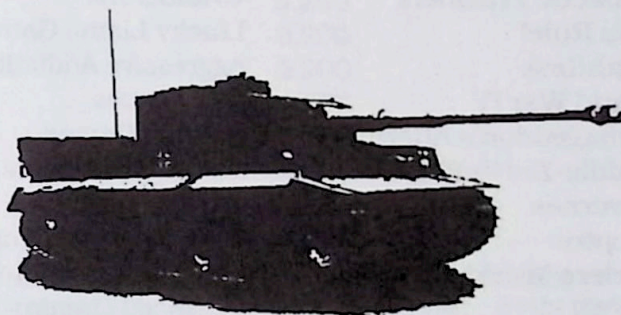
The official winner of Game #6 was a single nation, Saudi Arabia (Tim Dolan) with a final averaged score of 612 victory points. Second place was shared by Syria

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- > Submit your turns and receive the results via E-mail if you wish. Our THUNDER BBS is available 24 hours a day, 7 days a week at no extra charge to those of you with computers & modems. Forget having to mail your turn in 3 to 4 days ahead of time and sweating out the arrival of your turn results! Use our BBS to upload your turn the night before it is due and download your results as soon as they are available (2 days after the actual processing date to be fair to those without computers). Our THUNDER BBS is also a great place to meet other players, exchange information, etc. Turn entry programs, complete rules and newsletters can also be downloaded from the BBS, at no charge! We've got two lines so you shouldn't get a busy signal! Call now!
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PBM GAME RATINGS

AS OF 11/18/94

The PBM Game ratings are ratings on the service of PBM games sent to us by readers and other PBM gamers. The games are rated on a scale of 1 to 9 with 1 being the lowest and 9 being the highest ratings. Games that are listed have a minimum of 10 responses. Things to consider when rating the games are playability, design, ease of understanding the rules, and ease of understanding the game printouts. Only rate the games that you are currently playing. You can update your rating periodically, just send in another rating sheet and we will update your rating file.

GAME	COMPANY	RATING	RESPONSES
1 Star Fleet Warlords	Agents of Gaming	8.418	43
2 Adventurers Guild	Entertainment Plus More, Inc.	8.171	38
3 Victory!	Rolling Thunder Games, Inc.	8.022	157
4 World War IV	High Point Games	7.909	22
5 Centurion	Fantasy Workshop	7.906	16
6 A National Will	Simcoarum Systems	7.866	15
7 Suzerainty	7th Dimension Gaming	7.851	27
8 Continuum	Zephyr Enterprises Inc	7.785	14
9 Star Quest	Deltax Gaming	7.729	24
10 Galactic Prisoners	Grandel Inc	7.614	47
11 You Rule!	Llucky Llama Games	7.607	13
12 Krahlikek	Aggressive Addiction Games, Inc.	7.571	14
13 World War IV	JFH Games	7.555	18
14 Armageddon's Aftermath	Damien Games	7.400	10
15 Middle-Earth PBM	Game Systems Inc	7.398	138
16 Kavernes	Marguerite Dias	7.357	14
17 Sceptre	Sceptre Roleplaying	7.346	13
18 Modern World Conquest	Prime Time Simulations	7.333	18
19 CTF 2187	Advanced Gaming Enterprises	7.305	59
20 Adventurer Kings	Ark Royal Games/Coconut Council Inc.	7.298	60
21 Gladiators of Death	Fantasy & Futuristic Simulations	7.289	19
22 Starweb	Flying Buffalo Inc	7.234	72
23 Family Wars	Cyclops Gaming	7.227	11
24 Continental Rails	Graaf Simulations	7.189	29
25 El Mythico	Graaf Simulations	7.181	33
26 Gameplan	Graaf Simulations	7.173	23
27 Quest of the Great Jewels	Flying Dutchman Games	7.130	23
28 Atlantrix	Battle-Magic Gaming	7.105	19
29 World Conquest	Prime Time Simulations	7.086	58
30 World Wide Battle Plan	Flying Buffalo Inc	7.000	38
31 Mobius I	Flying Buffalo Inc	6.962	27
32 Into Infinity	Battle-Magic Gaming	6.954	22
33 Rimworlds	Palace Simulations	6.900	15
34 The Next Empire	Reality Simulations Inc.	6.838	31
35 Supernova II	Rolling Thunder Games	6.775	20
36 Evermoor II	Bronze Star Gaming	6.774	31
37 A Duel of a Different Color	Fractal Dimensions	6.636	11
38 Lords of Destiny	Maelstrom Games	6.629	44
39 Cosmic Crusaders	Genesis Games Design	6.540	25
40 Feudal Lords II	Graaf Simulations	6.535	28
41 Spiral Arm	Graaf Simulations	6.533	30
42 Darkness of Silverfall	Coconut Council, Inc	6.529	17
43 1939 World Wide Battleplan	Flying Buffalo Inc	6.473	19
44 Star Saga	Infinite Odysseys	6.468	16
45 Realms of Fantasy	Graaf Simulations	6.400	15
46 Monster Island	Adventures By Mail	6.394	76
47 Crystal Island	Saul Betesh	6.388	18
44 Paper Mayhem			

48 The Weapon	Fantastic Simulations	6.357	14
49 Alamaze	Pegasus Productions	6.242	64
50 Quest	Adventures By Mail	6.211	86
51 Legends	Midnight Games	6.210	107
52 Land of Karrus	Paper Tigers	6.203	28
53 Illuminati	Flying Buffalo Inc	6.189	37
54 Glory II	HCS Games	6.181	11
55 Battleplan	Flying Buffalo Inc	6.102	49
56 Out Time Days	Twin Engine Gaming	6.084	46
57 Crack of Doom	Advanced Gaming Enterprises	6.013	23
58 Stand & Deliver	Stand & Deliver	5.944	38
59 Throne of Rhianon	Vorpai Games	5.933	15
60 Fleet Manuevers	Fantastic Simulations	5.913	23
61 Feudal Lords	Flying Buffalo Inc	5.871	39
62 Epic	Midnight Games	5.750	40
63 Hyborian War	Reality Simulations Inc	5.740	83
64 Death & Sorrow	Eckert Gaming Group	5.725	20
65 Duelmasters	Reality Simulations Inc	5.702	47
66 Belter	Classified Information	5.692	13
67 Heroic Fantasy	Flying Buffalo Inc	5.558	77
68 Nuclear Destruction	Flying Buffalo Inc	5.470	17
69 State of War	Game Systems Inc	5.394	19
70 Galactic Conflict	Flying Buffalo Inc	5.200	15
Nuclear War	Flying Buffalo Inc	5.200	10
The Clans of Trove	Yellowseed Games	5.200	10
73 Kingdom	Graaf Simulations	5.076	26
74 Into The Maelstrom	Maelstrom Games	5.000	13
75 Starlord	Flying Buffalo Inc	4.880	25
76 It's a Crime!	Adventures By Mail	4.204	49
77 Takamo	Advent Games	4.037	16

(Matthew Katzer) and Trans-Jordan (Rick McFarland) with scores of 608 points each. The remaining nations finished as follows: Southern Russia (Victor St. Clair, 591 pts), Central Russia (Patrick O'Connell, 591 pts), Spain (John Pitzel, 512 pts), Ireland (Joe Sanchez, 510 pts), France (H.S. Lahman, 495 pts), Hungary (Paul Sinatra, 492 pts), Austria (Steve Jungk, 482 pts), Great Britian (Mike McGoldrick, 476 pts) and Italy (Anthony Filiato, 450 pts).

The official winner of Game #8 a four-nation total alliance of Austria (Ron Borders), Czechoslovakia (David Merritt), Poland (Rob Schening) and Yugoslavia (Doug Willard) with a final score (averaged) of 651 victory points (out of a maximum of 735). Second place went to UAE (Phillip Laurell) with a final score of 537 victory points.

"Best Nation" honors (based on individual scores) went to Steve Jungk's Austria (beating Phillip Dedmon's Austria by 208 pts), David Merritt's Czechoslovakia (beating out Brian Goehrig's Czechoslovakia by 52 pts) and Doug Willard's Yugoslavia (beating out Allan C. Losh's Yugoslavia by 54 pts). Mike McGoldrick's Great Britian, Tim Dolan's Saudi Arabia, Victor St. Clair's Southern Russia, Matthew Katzer's Syria,

Rick McFarland's Trans-Jordan and Phillip Laurell's UAE also took respective best nation honors (being the first to finish for those nations).

The current "Best Nation" list is as follows: Best Austria, Steve Jungk with 615 points; Best Baltic States, Richard H. Reece with 506 points; Best Bulgaria, Bill Vognsen with 644 points; Best Canada, Patrick O'Connell with 607 points; Best Central Russia, David Hunt with 670 points; Best Czechoslovakia, David Merritt with 679 points; Best Finland, Jack Osborne with 669 points; Best France, Rick McFarland with 614 points; Best Great Britian, Mike McGoldrick with 521 points; Best Greece, Steve Ezzo with 665 points; Best Hungary, James Hines with 518 points; Best Iraq, Chris Wayne with 614 points; Best Ireland, Michael Jayne with 553 points; Best Italy, Dan Lawrence with 550 points; Best Norway, Kent M. Miller with 631 points; Best Persia, James Babson with 570 points; Best Poland, Charles Clark with 654 points; Best Portugal, Al Coffield with 617 points; Best Rumania, Joe Lardear with 665 points; Best Saudi Arabia, Tim Dolan with 653 points; Best Southern Russia, Victor St. Clair with 643 points; Best Spain, Jack Osborne with 658 points; Best Sweden, Richard Cavins

with 603 points; Best Switzerland, Richard Cavins with 623 points; Best Syria, Matthew Katzer with 565 points; Best Trans-Jordan, Rick McFarland with 617 points; Best Tunisia, Richard H. Reece with 533 points; Best UAE, Phillip Laurell with 611 points; Best United States, Claude Richard with 480 points and Best Yugoslavia, Doug Willard with 681 points.

Congratulations to all!

Game #'s 7, 9-10, 13-16 and 18-38 of *Victory! The Battle for Europe* are now running, with game #'s 39+ taking signups at this time.

SUDDEN ASYLUM

SpyKor

Two games of SpyKor have recently ended. Both were completed under the beta test rules. While neither of them was long in duration, they had an abundance of bloodshed and treachery to satisfy even the most discriminating of backstabbers.

Game 4 involved a series of brutal wars from the outset. Without warning, Premier Labs launched a bruising offensive on Space Bus, Inc. conquering its capital by turn 3. The two Kors warred back and forth throughout the game, inflicting heavy casualties on each other. Most of the rest of the world was content

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GAMEX 10: 5/26/95-5/29/95 at the L.A. Airport Hyatt Hotel

GATEWAY 15: 9/1/95-9/4/95 at the L.A. Airport Hyatt Hotel

ORCCON 19: 2/16/96-2/19/96 at the L.A. Airport Hyatt Hotel

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EGYPTIAN CAMPAIGN '95 - March 3 - 5, 1995. The S.I.U.C. Strategic Games Society is hosting the Egyptian Campaign '95 gaming convention. This event will be held in the Ball Rooms on the second floor of Southern Illinois University's Student Center in Carbondale,

Illinois. Cost is \$12.00 at the door and \$10.00 with pre-registration. There are no event fees, and single day and visitor passes are available. Doors open at 1:00 pm Friday with games starting at 2:00 pm and 8:00 am on Saturday and Sunday with games starting at 9:00 am. There will be RPGA AD&D, AD&D, Empire Builder, History of the World, Star Fleet Battles, Car Wars, Battletech Shadowrun, Vampire, Warhammer 40,000, Mirco Armour, Civilization, and many other board, miniatures and role playing games. Also featured is a game auction, miniatures and art contest, and special guests from the gaming industry. For more information write to The Egyptian Campaign '95, c/o S.I.U.C. Strategic Games Society, Office of Student Development, 3rd. Floor Student Center, Carbondale, IL 62901-4425, or call Joel T. Nadler at (618) 529-4630.

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call our 24-hour info/fax line at (404) 925-2813 or call the NASFiC/DragonCon office at (404) 925-0115. If you would like us to send you a full Progress Report by mail, call our office or write to us at NASFiC/DragonCon '95, P.O. Box 47696, Atlanta, GA 30362-0696. You can register by mail or charge your four-day membership using Visa, MC or AMEX by calling Ticketmaster at (404) 249-6400 through July 15, 1995.

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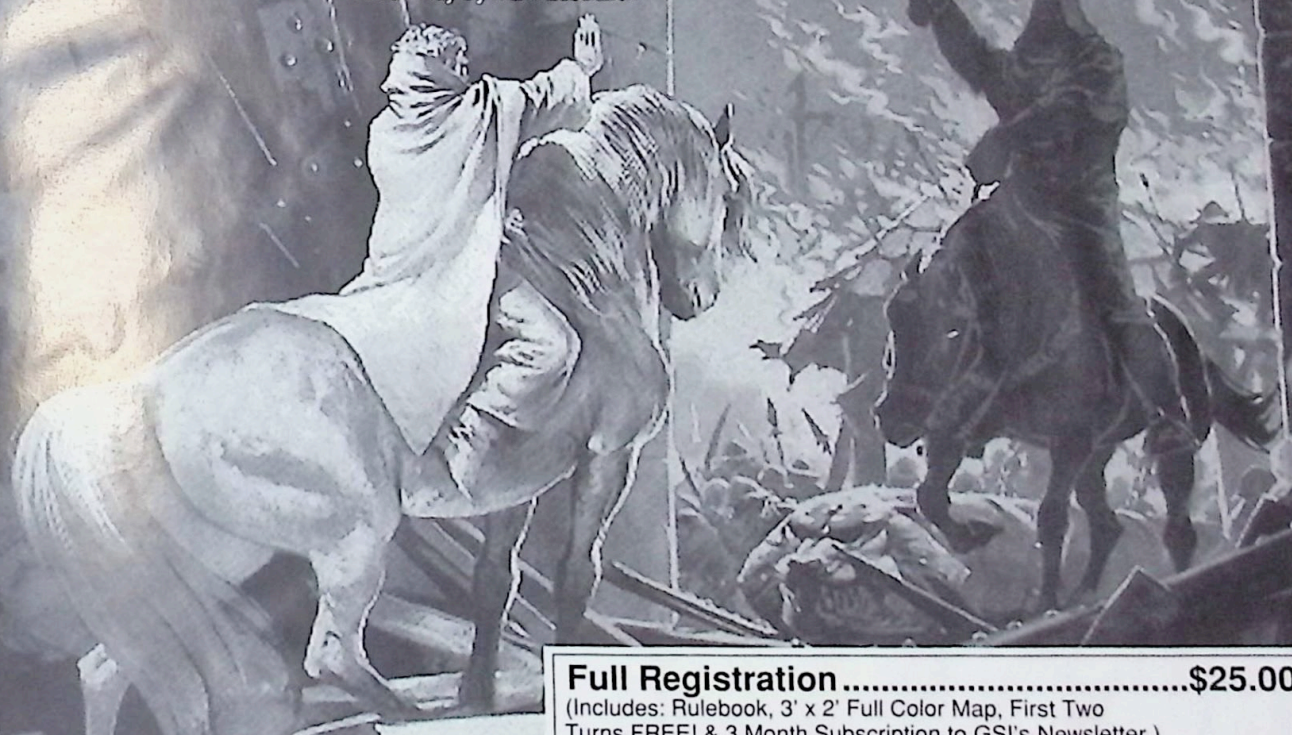
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